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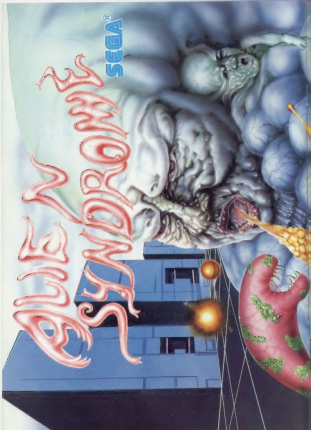
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SCREENSHOT FROM GREMLIN GAMES



# FRACTURED LIGHT

From a multicoloured past, can the historical fragments of the Prism Leisure Corporation combine again? The company's taken a backseat for a while, but this month, with the launch of Football Manager 4, Prism spearheads a new campaign, with some great titles from its five entertainment labels. Richard Eddy – desktop-label specialist – investigates

**P**riam Lakemont Corporation may sound a prehistoric title if you only know its predecessor, however Priam is a large corporate entity with distribution, sales, record labels, merchandising and packaging divisions worldwide (see below), in fact a global one.

In 1980 it took modestly-named Gulf's Records after its chairman Gulf Young. It began by purchasing old recordings deleted from the mainstream market, and in 1982 created the *Phonograph Museum*.

At the start of the Spectrum era Pines was born as a marketing firm, and later still, Geoff created his first software title, *Endurance Games*, specialising in converting games across a range of machines encompassing Pines - the first title was *International Karate* on Spectrum and Amstrad.

This year People's Illustrated finds new talent. **PO Editors, JJ Laurens and Amanda Laurens**, the son, to provide 100 fun games at the budget price of £10.99. Sadly, the first two were poor and never made it to preview pages. From now on this is not to happen.

Category of the main range of 37  
and 40000. Large products in  
the range of 100000 to 1000000

**Teachmeanings** is a development house run by **John Macmillan**, director of the Macmillan Management. He teamed up **Bruce Jones** (Blogs Knight, Speedweek, SpeedChange) to present *Teach the A-Z*.

**Dreams and others.** As the space journey unfolds upward, the object is to maneuver in a space ship through a maze of spherical planets. Control is eight-dimensional. If you're into *A-Field*, *Dreams* is played that you appreciate its highly abstract and technical pathways. By Ed Miller's wife.

Apps from Maxwell Technology is the industry's sports gear APP store - a combination of a mobile



The first four books concern

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**One of the state's deadliest shooting events: A high school debate about gun rights**

**Hot Shot** is a two-player game. Catch the ball and control it to knock down blocks and rebound off the portal bumpers. **Hot Shot** is essentially a simple game, well-programmed and immensely addictive.

**Richard Kennedy**, *Priest's* PR Manager, counts it "a conscious combination of action and violence." Priests can shock each other with the phrase "G'd'nt' talk about violence..." almost a stock phrase. "Stock phrase," he says, "is

**CRYSTAL CREATIONS**

**PRISAL** is currently working on its biggest software project ever. Called *The Robot*, it looks like being the most imaginatively conceived software dreamed up for a long time. **THE GAMING MACHINE** will be taking a close look at the project, but here's some exclusive news.

The Kristalls, the husband of **Wilma Jettles**, whose songbook lies in the music and moods of the 1930s. He was stage manager for dramatic and experimental stage shows such as *Red and Black* and *Christ Superman* and also designed the spectacular backdrops to some of New York's concerts.

The *Kinkaid* was originally designed as a stage show written by Kink, but never made it to the theaters even though a *Millionaire* host once mentioned to Kink that he would like to see it on television.

filling, rose upholding with shoulders, appointed in the 18-20  
marked - primarily Africa and ST. Working with Miles are two  
angels, inter-dimensional and, rose vision and a host of others.  
Pharm's Executive Manager, **Mark Pearson**, is heavily involved and he  
says all: "It is a very intense project and very important to all of  
us - we need to show the world that something really special can  
be done. **The Oriental** will be a graphic and world masterpiece. **The  
Oriental** right down to the sculpture, is magical and very fascinating.  
The more I think about it, the more I love it."

They turned to the `Queue` `LinkedList` for the full story soon as told the `LinkedList` and the `LinkedList`.

## THE FUTURE FLOW FLOW

1999-2000, 2000-2001, 2001-2002, 2002-2003, 2003-2004, 2004-2005, 2005-2006, 2006-2007, 2007-2008, 2008-2009, 2009-2010, 2010-2011, 2011-2012, 2012-2013, 2013-2014, 2014-2015, 2015-2016, 2016-2017, 2017-2018, 2018-2019, 2019-2020, 2020-2021, 2021-2022, 2022-2023, 2023-2024, 2024-2025, 2025-2026, 2026-2027, 2027-2028, 2028-2029, 2029-2030, 2030-2031, 2031-2032, 2032-2033, 2033-2034, 2034-2035, 2035-2036, 2036-2037, 2037-2038, 2038-2039, 2039-2040, 2040-2041, 2041-2042, 2042-2043, 2043-2044, 2044-2045, 2045-2046, 2046-2047, 2047-2048, 2048-2049, 2049-2050, 2050-2051, 2051-2052, 2052-2053, 2053-2054, 2054-2055, 2055-2056, 2056-2057, 2057-2058, 2058-2059, 2059-2060, 2060-2061, 2061-2062, 2062-2063, 2063-2064, 2064-2065, 2065-2066, 2066-2067, 2067-2068, 2068-2069, 2069-2070, 2070-2071, 2071-2072, 2072-2073, 2073-2074, 2074-2075, 2075-2076, 2076-2077, 2077-2078, 2078-2079, 2079-2080, 2080-2081, 2081-2082, 2082-2083, 2083-2084, 2084-2085, 2085-2086, 2086-2087, 2087-2088, 2088-2089, 2089-2090, 2090-2091, 2091-2092, 2092-2093, 2093-2094, 2094-2095, 2095-2096, 2096-2097, 2097-2098, 2098-2099, 2099-2100, 2100-2101, 2101-2102, 2102-2103, 2103-2104, 2104-2105, 2105-2106, 2106-2107, 2107-2108, 2108-2109, 2109-2110, 2110-2111, 2111-2112, 2112-2113, 2113-2114, 2114-2115, 2115-2116, 2116-2117, 2117-2118, 2118-2119, 2119-2120, 2120-2121, 2121-2122, 2122-2123, 2123-2124, 2124-2125, 2125-2126, 2126-2127, 2127-2128, 2128-2129, 2129-2130, 2130-2131, 2131-2132, 2132-2133, 2133-2134, 2134-2135, 2135-2136, 2136-2137, 2137-2138, 2138-2139, 2139-2140, 2140-2141, 2141-2142, 2142-2143, 2143-2144, 2144-2145, 2145-2146, 2146-2147, 2147-2148, 2148-2149, 2149-2150, 2150-2151, 2151-2152, 2152-2153, 2153-2154, 2154-2155, 2155-2156, 2156-2157, 2157-2158, 2158-2159, 2159-2160, 2160-2161, 2161-2162, 2162-2163, 2163-2164, 2164-2165, 2165-2166, 2166-2167, 2167-2168, 2168-2169, 2169-2170, 2170-2171, 2171-2172, 2172-2173, 2173-2174, 2174-2175, 2175-2176, 2176-2177, 2177-2178, 2178-2179, 2179-2180, 2180-2181, 2181-2182, 2182-2183, 2183-2184, 2184-2185, 2185-2186, 2186-2187, 2187-2188, 2188-2189, 2189-2190, 2190-2191, 2191-2192, 2192-2193, 2193-2194, 2194-2195, 2195-2196, 2196-2197, 2197-2198, 2198-2199, 2199-2200, 2200-2201, 2201-2202, 2202-2203, 2203-2204, 2204-2205, 2205-2206, 2206-2207, 2207-2208, 2208-2209, 2209-2210, 2210-2211, 2211-2212, 2212-2213, 2213-2214, 2214-2215, 2215-2216, 2216-2217, 2217-2218, 2218-2219, 2219-2220, 2220-2221, 2221-2222, 2222-2223, 2223-2224, 2224-2225, 2225-2226, 2226-2227, 2227-2228, 2228-2229, 2229-2230, 2230-2231, 2231-2232, 2232-2233, 2233-2234, 2234-2235, 2235-2236, 2236-2237, 2237-2238, 2238-2239, 2239-2240, 2240-2241, 2241-2242, 2242-2243, 2243-2244, 2244-2245, 2245-2246, 2246-2247, 2247-2248, 2248-2249, 2249-2250, 2250-2251, 2251-2252, 2252-2253, 2253-2254, 2254-2255, 2255-2256, 2256-2257, 2257-2258, 2258-2259, 2259-2260, 2260-2261, 2261-2262, 2262-2263, 2263-2264, 2264-2265, 2265-2266, 2266-2267, 2267-2268, 2268-2269, 2269-2270, 2270-2271, 2271-2272, 2272-2273, 2273-2274, 2274-2275, 2275-2276, 2276-2277, 2277-2278, 2278-2279, 2279-2280, 2280-2281, 2281-2282, 2282-2283, 2283-2284, 2284-2285, 2285-2286, 2286-2287, 2287-2288, 2288-2289, 2289-2290, 2290-2291, 2291-2292, 2292-2293, 2293-2294, 2294-2295, 2295-2296, 2296-2297, 2297-2298, 2298-2299, 2299-2300, 2300-2301, 2301-2302, 2302-2303, 2303-2304, 2304-2305, 2305-2306, 2306-2307, 2307-2308, 2308-2309, 2309-2310, 2310-2311, 2311-2312, 2312-2313, 2313-2314, 2314-2315, 2315-2316, 2316-2317, 2317-2318, 2318-2319, 2319-2320, 2320-2321, 2321-2322, 2322-2323, 2323-2324, 2324-2325, 2325-2326, 2326-2327, 2327-2328, 2328-2329, 2329-2330, 2330-2331, 2331-2332, 2332-2333, 2333-2334, 2334-2335, 2335-2336, 2336-2337, 2337-2338, 2338-2339, 2339-2340, 2340-2341, 2341-2342, 2342-2343, 2343-2344, 2344-2345, 2345-2346, 2346-2347, 2347-2348, 2348-2349, 2349-2350, 2350-2351, 2351-2352, 2352-2353, 2353-2354, 2354-2355, 2355-2356, 2356-2357, 2357-2358, 2358-2359, 2359-2360, 2360-2361, 2361-2362, 2362-2363, 2363-2364, 2364-2365, 2365-2366, 2366-2367, 2367-2368, 2368-2369, 2369-2370, 2370-2371,

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experts. "Though *Met II* has only five main playing arenas, they are all different and require different tactics to become proficient in each. And the feature collection of each opponent all presents their own particular combat capabilities and tactics."

*Met II* is set for a full-price mid-August release across Commodore 64/128, Spectrum, Amstrad CPC, Atari ST, Amiga and IBM PC formats.

Let's return to it £12.99.

In addition to Microsoft Technology, Philips also has *Atariage* (now working for them, producing most of their ST/Amiga/PC software titles - so it's no wonder) make 19-bit applications, including *Life Game With A Jet*, *Trap*, *Atariquest* and *Met Games* as well as some original titles like *Atariquest*, a cross-fire shoot-'em-up.

*Atariage* seems the right team to

*Tenacious/Typhoid* from *Polaris* this year - Atari ST version



back to the ST and Amiga for *Tenacious/Typhoid* in August - at the moment in its early stages, it's an exciting flight through four sideways-scrolling screens, including passages across sky and seascape. Right the beating wings with four weapons to reach the end for an all-day anniversary celebration (it says here...) *Tenacious/Typhoid* is scheduled for release on the ST and Amiga

platforms games for the Leisure range, "affiliated, naturally. Though most are conversions from 8-bit games, the price-point is just right - while many companies are releasing any old thing on the 16-biters and leaving it out at £6.25/£10, we are happy producing a decent game at a decent price, £12.99 or £9.99 for the PC range."

# HAWKEYE THE NOO

Not a brain between them, doesn't sound like a recipe for software success, but THALAMUS isn't bothered. The company dived into the European to drag a four-man Dutch development team called Boys Without Brains screaming into the UK limelight.

It's their first game, it's been in development for almost a year, it's called *Hawkeye*. For the Boys Without Brains it's an exciting moment. This arrives first into *Thalamus* (as noted on Eurocom for its programmers - (Graham) Macdonald (London, Delft, Quoted in Finland, and he's actually constructed the Boys to Thalamus. For the moment, they are *Marie Van Dael* (London), *James Van 'T' Hout* (London), *Arjan Van 'T' Hout* (London) and *James Van 'T' Hout* (London).

*Hawkeye* is for the Commodore 64/128 (surprise), and features 12

levels of horizontally scrolling arcade combat action similar to *Robotron* - but *Hawkeye* features excellent parallax scrolling between the foreground and background screen layers.

In *Hawkeye* a you learn through the 12 levels, controlling the actions of the horizontally-launched figure (as yet unnamed) searching for a four-piece puzzle on each level. Collecting the 12 pieces enables the character to revert from his current robot state to his more normal human body. Each level has its own individual theme, ranging from the wild west to, what looks like, a swimming



Swinger at the sight of the *Eligance* - Hawkeye did



High noon for *Hawkeye* in the wild west scene as the golden approach - Commodore 64 version

Ancient Persian city - Romeville, as familiar as these settings may be, the characters are not necessarily familiar, giant dinosaurs and other action from *The Lord of the Rings* (Penguin) line to fear, as well as smaller creatures flying around the screen. Watch out for ball-monkeys, which cut up into spheres up and find themselves into the air.

You are provided with four different weapons for combat at

the end, but maintaining a good supply of ammunition is a golden

Thomas Managing Director **Poul Svinger**, who signed up the boys at last year's PCW show, is pleased at their achievement. "The whole package is very impressive, graphically, technically - and it plays well. The parallax effect is brilliant and just goes to prove that the Commodore's hardware can still be pushed even further. It's good to be producing a game from a team who are so young. They're new blood with fresh ideas."

With a professional release date of late-July, *Hawkeye* will be available on both consoles (£9.99) and disk (including a selection of demos - £12.99). An Amiga version is a possibility later on, also coming soon from *Thalamus* is *Atariquest* from *Cybercycle Systems*, but more news of that in the months to come.



## IN PRODUCTION

### TURNING TURTLE

THIRTEEN arcade games and an "indignant" Amstrad chess package marks the return of business software publisher **Logotron**. They entered the leisure side of software last year with *Atc*, have been quiet since, and are now ready to roll with three arcade action games and...

*Savage* is a chess package, developed in America. Logotron

say it's the last year, with 88,000 spending minutes and 187 chess games (and it has taken 27 minutes to move). *Indignant* is a chess package for Commodore 64/128, 8-bit Atari, IBM PC, Amiga and Atari ST.

*Atariquest* is one of the 16-bit product range - a horizontally-scrolling shoot-'em-up, it makes use of an impressive parallax scrolling/scrolling. As it stands, *Hawkeye* coming like a masterpiece





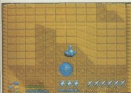
Logic never fails you at the seven levels in *Star Blade*—Arcade version

for players with shiny trigger fingers and a good ear for sound. There's a real thrills tune and some vicious explosions. It was programmed in Germany by **Midway Treasures**, which has already been warmly received there—full story in this issue's next month. Other versions of *Star Blade* to watch out for are Atari ST, Commodore 64/128 and IBM PC (that should be interesting).

And if you're looking for programming names, Logician has inspired a few of the best 16-bit programmers—**Graham Warner** (*Warrior*) and graphics maestro **Harold Gidley** (*Florida Gator*). You know him, and more (sorry: Bush Lamp for Portland). Then

the way the ship gathers intel and rolls around the planet surface is excellent. Atari ST and Amiga versions will be out in August if it's 640 and a PC game to follow in September.

Last, **Comedian**, written by **Aaron Software**—they last produced for the Atari ST and Amiga—combines arcade action with strategy to while you're wandering around the vast graphical compass of Agna. Discovering all its many alien forces is possible, the other faster drawing tasks are all at its robots at your disposal to sort out a nuclear fusion plant which has gone out of control and prevent it melting down.



Here's a gem of *Star Ocean* as the latest Agna from Graham Warner's Quantum and Wave Ltd.

wasn't project to *Star Ocean*, it's still for a 16-bit launch initially. On the busy world of Agna, you are the pilot of a ground-sweeping vehicle which is armed against a variety of alien forces in combat, tanks and not the points of the things plane.

"It was inspired," says Graham, "by the old sci-fi, after seen movies, where the cars race around a desert-like track with armed vehicles. At first *Star Ocean* was intended to be a first-person perspective race game (traveling through narrow tunnels). But we weren't happy with the overall effect so we've switched the view to an over-the-shoulder behind view to make the action much more visible."

It is difficult to appreciate *Star Ocean* from the static screen shot,

## FURIOUS . . . ?

Or just plain trigger' maul? While certainly it will be the late-June release *Ripper Mad*, take control of four balls at a time and guide them through holes and launch screens (forming neat casts, making the best and best and a host of other wacky characters—certainly a deflating experience on the Commodore 64/128 and Spectrum, review next month).

It's at 640 with **Capcom** as more arcade conversions come



under the hammer—yet more versions of the amazing **Blade Commando** (COMMOD 64), ported here in the Atari ST version—also to come are **Armed CPC** and **Amiga** versions. Also, take a look at the ST version of *Street Fighter*, hitting the

Commodore 64/128, Amiga and CPC and 16-bit machines are available in the summer.

And next month the Pipeline Department has something special for you . . . We are posting off in search of some hot Capcom news straight from the



Under *Street Fighter* the graphics are precisely the same as the coin-up version of *Street Fighter* from Capcom.

shape look. On the brand-new front are conversions of the vertically scrolling light gun shoot-'em-up **1942** (already

states, with the low-down on how Capcom arcade machines which are making their debuts into this year and information on other top



640, the year after, and it's still just as huge as the plane—Atari ST screen

followed by **Black Tiger**. The latter placed you in a mythical mystical domain, essentially, if you can rescue a few dainty damsels from the dangerous grasp of a trio of vicious dragons, and to a winner. Conversions on Spectrum.

can expect to be playing them on the small screen. The exclusive Commodore feature is part and parcel of **YAMMO**.

## ROCK DA HOUSE

**THEME**'s machines (including the hottest) could yet be **McIntosh** **House** reveal that a third Land Of The Stage adventure is set for a

The best of *Black Tiger* of the beginning of the year through a mythical and—Spectrum screen



late summer release on Atari ST, Amiga and IBM PC and more 8-bit conversions planned for September. Very little information about the game itself as yet but there's always the screen shot...

The ever-expanding **Binary Design** house office in Bristol, here's special studio. Andy Meade's addition... I have just completed **Factorio**, up for release soon by **Maddox/Amiga** across Spectrum, Amstrad CPC, Commodore 64/128, Atari ST, Amiga and IBM PC formats. **Factorio** is a two-player futuristic soccer game on a pitch with very bizarre hills and valleys. Both players take control of a robot and try to gain possession of a ball to push it into the goalscours either end or the goal. The pitch itself is diagonally striped (except on the Commodore 64/128 where a top-down technique is used) and is covered with small sensors.

However, while the 8-bit graphics are 8-bit displayed on vector line-drawings, the 16-bit graphics are actually, as **Mark Wilson**, Project Manager explains: 'On the ST and Amiga we have used an intensity shaded plot, using eight channels of red, green, and blue, to display the hills and valleys. The robots were drawn as vector graphics and filed to the computer and a light source was added using **VideoSpace 2-D**'. Completely with ramped there's two and sound effects.

**Factorio** is on your screens soon costing £3.95 on 8-bit and £9.95 on 16-bit.

## DEEPER DUNGEONS

**CLAND**, that, sport it, **AtariSoft** says 'the price is right, and well it might be as it announces the arrival of **Barbarian II: The Dungeon Of Drax** from **Potomac Software**. It's a different title this time since Potomac's Maria Blair, who's been part of the fighting team alongside **Barbarian II: The Mists** - the player can choose who to control. Like the original, **Barbarian II** features great graphics, gory animation and another hopping of **Richard Jefferies** as atmospheric sound FX. The game is multi-level, and has a large playable opening area of scrolling screens. Consists with a lot of characterfully gory monsters looking a black comedy feel. It will be available in August for the Commodore 64/128, Spectrum, Amstrad CPC, Atari ST and Amiga.

## LAMORON LIFT OFF

**FRANCIS** software is growing more popular in Britain, and it's fairly surprising - they do have a knack for producing original stuff. Now software house **Lamoron** is due to enter the UK market this June thanks to the marketing, sales and distribution firm **Academy**. One of the first games is a cut French adventure called



AtariSoft's Mortelle Mansu. This screenshot is taken before the action is taken in Mortelle Mansu, an adventure from Lamoron

**Mortelle Mansu**, which was originally available in French Computer magazine. It's a mysterious **Quattro**-style adventure in classic whodunnit guise, which combines text and speech to help the adventure through a number of rooms. Available for Atari ST and Amiga on the same cassette, it's priced at £24.95. In October there is the sequel - **Mortelle Island** £24.95 on July, Atari ST, £19.95 on



AtariSoft's Summer Olympic

a cartoon arcade game featuring robots pursuing each other about a snow-covered mountain. They also in July will see it what **Lamoron** can do with the Commodore 64/128 in **Real**, an intriguing animated graphic adventure taking use of the **MSMP** environment. With 116 beautifully drawn locations, the objective is to kill a strange alien being before it kills you. **Real** is an aptly titled cartoon game set on some of the



World's Most Incredible Countries, a puzzle game from AtariSoft

world's most incredible countries. Complete with music and graphics sound FX, **World's Most Incredible Countries** is a September release due on the Atari ST priced at £19.95.

## CLAIM OF THE TITUS

**TITUS** is the company which gave us **Costly Cars** and with hands and feet, which is the next game is **Fire And Fugue**. You're behind the steering wheel in **Fire And Fugue**, a high-wheel-drive vehicle equipped with double turbochargers and an arsenal of sophisticated weapons. The object is to blast a path through enemy territory, avoiding mines, rocket launchers, helicopters and tanks. The action is concentrated in **Fire And Fugue**, set on the Commodore 64/128, Spectrum, Amstrad CPC, Atari ST, Amiga, IBM PC formats.

After **Fire And Fugue** is **Summer Olympic**, featuring five events - Shot Shooting, Fencing, Hurdles,



Summer Olympic - Atari ST cover

Triple Jump and High Jump. The whole package should be ready for a July release to tie in with this year's Olympic Games.

example, the **Fire And Fugue** is based from behind the curtain so the back cover features the player.

Planned formats are Commodore 64/128, Spectrum, Amstrad CPC, Atari ST, Amiga and IBM PC.

**Fire And Fugue** also has some US territories, first being **Superman**, which is in development here and over in the States. You should also see it at the PG Show, Earl's Court, in September. Release of popular **Fire And Fugue** in November.

## AT-AT ATTACK

**COMARK** created a lucky deal with **Star Wars**, because they got all three **Star Wars** Lucas films shown in. The second in the trilogy, due for July, **The Empire Strikes Back** (Spectrum, Amstrad CPC, Commodore 64/128, Atari ST and Amiga) is also licensed from **Star Wars** as a two-player game controlling **Luke Skywalker**'s snowspeeder and later Han Solo's **Millennium Falcon**. Split into four levels, the first is a



Playing one of the AT-ATs for the first time - Spectrum

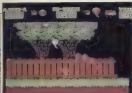
battle on the planet **Hoth**, then a battle against the **AT-AT** and **AT-ST** walkers, followed by a part in **Millennium Falcon** fighting against a swarm of **TIE Fighters**. Finally the extended both approaches, you fly through it to reach your objective in the extended part. **The Empire Strikes Back** is displayed in vector graphics the **Star Wars** and programmed, funny enough, by **Factorio**.

## ONE PTARM, TWO PTARM

**COMARK**'s conversion of **Tales of Operation Wolf** was previewed last month for 8-bit formats, so here's the ST version. The graphics have been taken directly from the arcade machine - as you can see from the screenshot, they're impressive. The game itself is a straightforward shoot-'em-up and is set for a summer release. Also on the **Comark** list is the forthcoming ST conversion of **AtariSoft**'s **Warzone** or **Die**, a great 8-bit game. Both will cost £19.95.

Watch out from the **Star Wars** movie, **Star Wars** Revenge Of The Sith





Keep your hands under control as you negotiate the park - *The Godfather Part II* - The Godfather Part II



One of the 100 graphic locations from Larian's adventure *The Godfather Part II*



Master version  
from Larian  
Quadrant - *Star 87*



Goal - *The Godfather Part II* - *The Godfather Part II*

Player again - the fencing event *The Godfather Part II* - *The Godfather Part II*



The Godfather Part II - *The Godfather Part II*

The Godfather Part II - *The Godfather Part II*



Goal again - *The Godfather Part II* - *The Godfather Part II*



# THE GAMES MACHINE REPORT

## Powerplay's new tough Joysticks

**YOU NEED** a reliable joystick to win in today's difficult-to-master games. And Powerplay knows they have the tools for the job of generating marketing items with few new joystick.

Both joystick companies Powerplay's successful Crusader range in fact Crusader Black is the original design concept for reliability, precise timing and ergonomically designed about the joystick. Crusader Design is focused in a clear case and not outside when one of the new two buttons in hand down. Please enjoy from the browser range.

All three are direct products from the Atari plug and feature a solid plug and in the center of the stick and complete but not the joystick. Over 25,000 units of the Crusader range have been sold and to date only 50 have been found faulty.

The Crusader Orange and Black model are included for the Crusader range for £12.95. More information and orders can be obtained by writing to Powerplay, Unit 1, The Warehouse Avenue, Trading Estate, Northampton NN1 5AN.



## Cyberpunk wave gets into overdrive

**CONFIDENTIAL**, with its March's Cyberpunk feature page 100 is the release of Mike Lee's Chronicle, the concluding part of William Gibson's highly acclaimed cyberpunk 'trilogy' - the other books being Neuromancer and Count Zero. The new book reveals references from the preceding 'trilogy' unexplained words and adds some new ones - such as the 'dustbin' of future (Chicago) - to produce an independently original story. There is £10.95 in this book's paperback, with the preceding books now all at

£10.95 paperback.

In Hollywood, meanwhile, it has been announced that the film version of Pure Noise Hotel is about Gary from Gibson's Burning Chrome 'trilogy', it is to be directed by Ridley Scott. He has also said that the Cyberpunk novel Black which provided an exceptionally stylish example of the science fiction. Fittingly, it is also being the author's first novel, 'photography' being made in Japan. The film's score is to be done by Michael McCann, the former New York's manager.



The AMS DTP package

## AMS touts low-cost DTP pack

**AMS** manufacturer AMS has unveiled the full desktop publishing (DTP) package for PC, AT and AI computers.

Managing Director Nick Pearson last DTP Solution - which comprises a mouse, mousepad, keyboard and PagePro DTP software at £947.50 - will allow more people to use DTP, which up to now has been the exclusive preserve of large businesses.

DTP software such as AMS's PagePro allows users to design pages, fill text and pictures, set margins, place them in multiple columns, the 'responsive' - allows more word processing packages and DTP products too that allow in a single column across the page, like a book.

The text is written on a word processor such as Microsoft's Wordstar and the limited file is also important and the DTP program allows the editing. The DTP software will also produce different styles and types of type to use in headlines and so on. Pearson has also said that DTP which can be used in some form a year - say to 70 pages, which is about an inch high.

Last month's DTP package, Pearson is described as 'Whispering' - what you need what you get, meaning that the page appears as shown exactly as it will be printed.

And again the total of 10 pages, PagePro is described as 'mouse' which 'search' commands from on-screen options. Apple Macintosh style, rather than keyboard input.

The AMS Serial Mouse supplied

in the DTP package was the first in the range product, and Pearson says it sells under 5,000 per month.

The full AMS Desktop Solution is used to create images - photographs, graphics, charts etc - turn them into digital data which the PC can handle and put them on the monitor screen, where they can be filed into a page and printed out.

It produces black-and-white pictures with a resolution of 720 dots per inch, from colour or black-and-white originals. The scanner's fixed 100mm scale - just over 4 inches - which means images wider than that have to be scanned in sections, which generates problems.

DTP Solution compares well on cost with its competitors, though, because PC DTP software can be obtained for as little as £25.95 (PagePro's not recommended), Microsoft's Wordstar and IBM's PagePro for £25.95 - but these products cost less than the AMS's £947.50.

On the other hand, Pearson's £10.95, the AMS Serial Mouse with the software at £947.50 is £75.00 and the AMS Desktop with its software at £25.95.

DTP Solution runs on the IBM PC-AT and AT and 100% compatibility. And to 2000 - looking results you'll find it easy to use, which you can find anything from £10.95 the (each £2.50) in the book.

All prices in this article include VAT.

**AMS (Advanced Memory Systems) - Birmingham B46 4RQ**

## Whose show is it anyway?

Commodore Business International (CBI), an American subsidiary of the parent, has the range of computers internationally - some £2,000 units in the US, \$50,000 worldwide. But arguments as to who is doing best in the United States, have been raised by the comparison of this year's CBI Computer and Hardware Show in Chicago, Monday 31 January to the

not only taken over most of the hotel space, where the show is held, but so many British exhibitors - which they called 'British' software exhibitors - that the show is appearing at the Motorola Show.

March 11 (Chicago) is a Chicago conference show, and will be appearing in full in next month's issue.

# PETER BEARDSLEY'S INTERNATIONAL FOOTBALL



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# BULLETIN BAWDY

The passion for Bulletin Boards is hotting up – and it's passion that's running riot. But, as Mel Croucher uncovers, the lush undergrowth of tangled passion flowers hides some nasty booby traps



**I**f prostitution is the oldest profession, then advertising such websites must be the second oldest. Since the Internet opened up a whole new world of adult services to most naked women to swap knowledge in exchange for cash, bulletin boards haven't changed much, although today we are more likely to make use of a telephone kiosk than in France.

Because this day, money has been found in the pockets, rules of sexual France which forbade using the word 'love' mainly for obscenity, French speaking great and good, a message service available from every phone. Excursions in the state of Connecticut unveiled 1,000-year-old bulletin boards offering the services of the family doctor, North advised their friends in Paris by describing their status in their doorway and in a 1907 copy, there was a highly organized system of intimate sexual agencies meeting at least.

In 1982, the Bell Telephone Corporation of America were talking for ways to attract subscribers to spend even more hours during up their phone bills, and came up with the notion of something called The Thrive Party Line. Thrive had been using what it is, these classified-advertiser services, both dependent on a huge market for lonely hearts, sex-related topics, and industry growth. In 1985, the US Telecommunications Authority tried, and failed, to control so-called

specialist services, where users could dial up a phone number or use a payphone and talk directly to a host in the good old United Kingdom, we can't catch up with the English, with services like the leading-name Party Line and Talkabout. If you dial up any of the more 'specialist' services today, you are more than likely to be connected into telemarketing or a recorded message. Control House this when girls use the chat-when-the-buses-are-out or the Page Three Girl phone lines, to find out what's going on in the world's hottest of the world's hotspots, all you get is a personalized interview of her buying on about her favorite things, this on the basis of 'sex' and 'fantasy', and I have never seen a person.

It is only when telemarketers are connected to computer networks that things really start to get interesting. The computerized bulletin board is fast becoming the favorite market place for everything status and sex.

When you dial your modem up against an erotic stranger with nothing between you except a few hundred miles of cable and the phone line, sometimes just sometimes, gentle whisper, wonderful things happen in your search for true love, sexual happiness are the only goal of life. Once again, however – and this is no fairy story – Deputy David was all alone in his apartment room, looking for companionship, the long-haired of President's Advisor BO, when he met the girl of his dreams, the one and

only Mary Louise. Electronic romance blossomed, and before many nights had passed, passions of love were passed at over the cellular boards. When they met in the flesh, to use a phrase, Deputy David and Mary Louise made two important decisions. One, they decided to get married. Two, they promptly cancelled their biggest subscription. This is by no means an isolated incident. A few weeks ago, Jerry the engineer met. The couple described as a devoted and loving to make one another on many occasions. They met in the cell exclusively given. (Deputy David), and if romance was believed this can make the Earth more empty by teleporting to another planet and bringing it.



**The computerized bulletin board is fast becoming the favourite market place for advertising dubious fantasies.**

**B**ut for every tale of happiness that I have come across, there are a hundred incidents of despair, confusion, and growing excitement in great the no pressure to report that falling away deep down among the bulletin boards there are some highly unpleasant jobs, ranging from rape propaganda in West Germany, organized racism in the States, child prostitution in France, and sex-leeching in Brazil.

John Whitebridge is the founder of the Bulletin Board Association of Great Britain, and he has recently been caught in a trap. 'They can be abused, but I would hate to see them stopped just for controversy. They are largely used by teenagers and they are prey to all sorts of harmful influences. It is hard to say what people might get up to.'

As a member of fact, Mr Whitebridge, it's not hard at all to say what people







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# FOOTBALL MANAGER 2



Kevin Tonn, inventor of the world's best selling football game says, "It beats my best seller - hands down!"



New improved features include:- Spectacular graphics and tactics with unlimited action, more fun and excitement.



The press says "It's fantastic - another all time great!"



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*Kevin Tonn*



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Developed by: 3D Sports Ltd. (1992)

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Don't think you've seen it all before. *Battlecar Marauder* has that special sparkle of Hewson magic, we're giving it all free!—though you are obliged to wait until the next issue for the full story— and this 10000 issue is free! *Battlecar Marauder* is written by Mark Kelly, author of many a Commodore demo, with graphics by Steve Green complementing the magic of Barry Litch and Dave Rodgers.

### WIN A CAR!

Well, a little one anyway. Hewson is supplying one of the latest radio-controlled cars as prizes—run over the car's tail, leave tyre marks in the hemisphere, drive gently up the wall as you do the same with your own hemisphere. . . hours of fun for all the family in addition to the radio-controlled *Battlecar Marauder*, the winner receives a copy of *Battlecar Marauder* on either the Commodore 64/128, Spectrum or Amstrad CPC, fast running on the prize. Hewson are supplying 30 runners up with a copy of the game, again winning of the three formats.

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Hordes of marauding iron rats? Good, you need them to answer the

staring incredibly difficult questions if you want to live in with a chance of winning a battlecar . . . or the game. Get the answer, shoot on a computer at back of a poster (Dunlop) and send them to: **MARAUDER GAMP, THE GAMING MACHINE, PO BOX 10, LUTHER, BROMFORDS B90 1DB** to arrive no later than July 31 . . . and slide by the competition rules as outlined in the marketplace.

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1. Which of these titles is not Hewson game?

- a) *Phantoms*
- b) *Phantoms*
- c) *God's Greatest Hit*

2. What is the surname of the company's Managing Director?

- a) Hewson
- b) Cousins
- c) Berry

3. Which game has Mark Kelly written before?

- a) *Devil's Courageous*
- b) *Out Run*
- c) *Impassable*

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Experience the thrill of the chase in this high-octane, action-packed game.

PlayStation 2 and Xbox 360

PlayStation 2 and Xbox 360

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It may not be the fastest or the second to fill a Spectra's biggest portable means of portable disk soon after the



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## PC ENGINE – THE MIDGET MONSTER

We have several times mentioned the PC Engine in THE GAMES MACHINE and, understandably, reader curiosity regarding this mystery-throated Japanese wonder-beast has peaked. Contrary to the impression given by a journalist recently in a certain other well-known multiuser magazine of some venerability, very little is known about the machine yet. What we do know is that its manufacturers, Japanese NEC, have allowed very few UK software houses to have the machine for assessment, and have made them sign non-disclosure agreements. You can't buy a PC Engine in Britain yet, but THE GAMES MACHINE can reveal that you will be able to very soon – and tell you where. Will you want to? Read on.

Rare Ltd took delivery of a PC Engine back in December (see the month's feature in **TG4000**) – precisely the last in Britain. Since then their hardware and software engineers have had six months to play around with it, so it was to Rare that we went to find out more.

[illegible]

And, unlike the games in *Legend*, the PC Engine is amazingly small—though somewhat larger than stated by the advertisement—journalists who must have a cut-throat version of 4" square is 4 actually measures 5 1/2" square for 1 1/2" deep, and weighs virtually nothing. Its rounded corners make it slightly resemble the Commodore 286 computer. The keyboard is not accurate. I found that there is an arrow key and three function keys, making this a single-player machine. There is a massive slot port. However, though useful in Italy for PC Engines can be connected to two-player games, though it certainly there is no two-player software. The joystick is similar to the ports of Commodore computers, but the PC Engine has a mechanical button (usually, com-

Round is all about quality. Although its chairman, Michael O'Connell, says the magazine is "not a club," it is an exclusive one. At \$25 a copy, it's among the most expensive in the industry. In background checks and in terms of the quality of its staff, it's a very tight network of individuals, all up to 375. O'Connell, the 40-year-old, married, father of two, is a former editor of the venerable NBC news station, where he was, according to his people, "a top guy." The magazine is also owned by a well-known, former journalist (again) who works at NBC. It is 100% — 100 NBC ABC magazines, but Northern Renaissance (this page) **1000000** — the magazine's 1994, a fall he often has appeared magazine editors through the private law at 1000000 **1000000** — the staff of the

**WILL DO COLUMBIANS AN 8-1st COPY TO make a 10-1st? Many other towns refuse to COLUMBIA. And they, like Columbus, said their progress is reaching completion in 1967.**

The classic board-like games magazine *Strat*, a *Money* magazine's add-on to the craft, is where it's at. Gardner says you can put a PC engine in your longboarded machine and start loads of games in your pocket and start the whole online system around with you. It's not to help it's just what the game industry needs, he thinks, the other Chris is more cautious. "The Nintendo is not for us," he says, "no support for the machine loaded by the current success in the American Nintendo Chris has the best pages and much of the new 16-bit computer console in the market."

There is little doubt that the PC Engine is the nearest thing to an arcade machine in the quality of graphics presentation that you could get for the home, although at present the software support is light. Hudson Soft are the major software company behind the games already announced in Japan, but Namco are taking an interest (there is one of their games programmed for Wave Run in that IJL). It is the game that will make the PC Engine, and in our judgment it should have no problems. And before looking at the screen, shoot, and shoot.

Regarding the Debian, one of the very few other Linux companies to have an associated PPC engine, Software Manager Gary Brown said of it: "It's great. It's important for us to know about all new developments." But when asked whether Debian would be producing any games for the machine, Gary helpfully replied: "no comment . . ." and then added some-thing unprintable.

Senior Product Manager, David  
Hester, explains how he's working  
"Rollout" tomorrow - 11:00 a.m. EST

potential within the Japanese green party. It's obviously going to take some time before the PCs become the standard party in Japan, but the party is making progress. They are looking for the 10% that are necessary to get on the ballot for the 1997 local elections. They are looking for the 10% that are necessary to get on the ballot for the 1997 local elections. They are looking for the 10% that are necessary to get on the ballot for the 1997 local elections.

LM groups are not formed overnight, and M predicted would be. Instead, it took almost a decade (1988 to January 1997). The process was impeded by LM standards, though stronger than Honduras'. But it also went to great lengths. The group is seen as a sign of its role in the Nicaraguan Crisis. Effort Street, Sandy, due to the LM, is seen as a sign of its role in the Nicaraguan Crisis. Effort Street, Sandy, due to the LM, is seen as a sign of its role in the Nicaraguan Crisis. Effort Street, Sandy, due to the LM, is seen as a sign of its role in the Nicaraguan Crisis.



1. The first step is to identify the problem. This involves understanding the current situation and what needs to be improved.

## THE GAMES

Out of some 11 PC (logging) games which have drifted and drifted, the QUAD's BASIC-8P goes to grips with the six items to give some indication of what to expect. We'll list the persons, the most of the talking, but be assured, the word's quality is superb to match. The two are linked at - Japanese English translations concerning - see: Memphis, Master, Big, Japanese, Alaska, History, Run, A-type and Use of the machine.



With thanks to Hare Limited, Shogakukan for the translations (including the surprisingly but irrelevant information that 'dough' is Japanese for 'mushroom soup') and Alan Kikuchi (who played the games to perfection), episode five of The Master Plan (initially done by Chris Stamp.)

#### MUSHIHIME Sengen

It's a 3D game using Mah-jong character icons. These are arranged in four layers of several layers in a highly dynamic space. The object is to put all a character icons on the bottom at the top layer and match it to another of the same character on any of the lower layers. It has a straightforward catchword system - and as the game develops, the first object being to eliminate as many blocks as you can. As you can see from the screen shot, the blocks are beautifully detailed and rendered in black, white, red, blue, green, yellow, orange, and grey. A completely satisfying game.



Shogakukan: the kanji characters represent the Mah-jong icons - here the one on the top board layer will win

#### MUSHIHIME Sengen 2

It's a 3D game using Mah-jong character icons. These are arranged in four layers of several layers in a highly dynamic space. The object is to put all a character icons on the bottom at the top layer and match it to another of the same character on any of the lower layers. It has a straightforward catchword system - and as the game develops, the first object being to eliminate as many blocks as you can. As you can see from the screen shot, the blocks are beautifully detailed and rendered in black, white, red, blue, green, yellow, orange, and grey. A completely satisfying game.



And under the bigger mah-jong games are really interesting. As he describes in a lot of detail, the expression on the left panel's face adds depth to the game.



Japanese games really are characterful - and the Mah-jong game is no exception.

This is the game the PC Engine has called for - it's a 3D game. Turn the page to see the action!



**SHAMON MAJESTY** Hudson-Soft is an immensely detailed, exciting action-adventure — a quest for something... with Japanese. The setting, jumping and swimming here is equipped with a freedom not limited to many arenas as he moves easily through ever-changing landscapes. The Hudson team indulged with its imagination — mountains and lakes — The tale is translated from the Japanese by Shigeru Kamaya. Here don't know what it means, so it is untranslatable.



**Shamon Majesty** the main enemies are crying grey moose who shoot over the head unless he rapidly shoots them out of the way.



Shamon Majesty has the second highest the surface of Hudson's Majesty is highly detailed and rich, involving animals. The team return to a similar approach.



**in 1984 Hudson-Soft**  
This is the game I played to get the PC. It was the only one. If you have seen or played the arcade machine you will be able to judge for yourself how accurate this version is. From the power state. Buttons to say most everything. The jumping, exploration, single player and co-operative modes are all working. It seems unbelievable that this old game is still packed into one tiny 16-bit cartridge. It's a true classic — better than anything — the PC Engine's hardware capabilities.



The exciting first arcade machine is a modern first arcade machine. Everything is in the first arcade machine.

A collection as you progress, the early organic landscape, beautifully animated enemies, the constantly sur-

#### TALE OF THE MAGESIAN PATH

It is an extremely detailed, exciting action-adventure — a quest for something... with Japanese. The setting, jumping and swimming here is equipped with a freedom not limited to many arenas as he moves easily through ever-changing landscapes. The Hudson team indulged with its imagination — mountains and lakes — The tale is translated from the Japanese by Shigeru Kamaya. Here don't know what it means, so it is untranslatable.

The Japanese team has a similar, which is a beautiful version of the old. The Hudson team indulged with its imagination — mountains and lakes — The tale is translated from the Japanese by Shigeru Kamaya. Here don't know what it means, so it is untranslatable.

The main enemies in TALE OF THE MAGESIAN PATH are crying grey moose who shoot over the head unless he rapidly shoots them out of the way.



One of the Hudson-Soft games, the game is still about to be a new version of the game designed to show the PC Engine's capabilities.

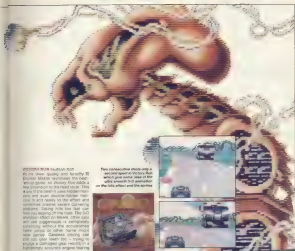


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It is an extremely detailed, exciting action-adventure — a quest for something... with Japanese. The setting, jumping and swimming here is equipped with a freedom not limited to many arenas as he moves easily through ever-changing landscapes. The Hudson team indulged with its imagination — mountains and lakes — The tale is translated from the Japanese by Shigeru Kamaya. Here don't know what it means, so it is untranslatable.



The exciting first arcade machine is a modern first arcade machine. Everything is in the first arcade machine.



#### BEFORE THE SUBMISSION

In the year-long and hardly 10-Dollar Master-revised the heart-breaking game, no victory has made a few concessions to the road race. This was the first time it was a submission, and even double-hatted from 100 to 1000 miles to the left and sometimes double-hatted from 1000 to 1000 miles to the right. The 1000-mile effect on the road race was the first time it was a submission, and even double-hatted from 100 to 1000 miles to the left and sometimes double-hatted from 1000 to 1000 miles to the right. The 1000-mile effect on the road race was the first time it was a submission, and even double-hatted from 100 to 1000 miles to the left and sometimes double-hatted from 1000 to 1000 miles to the right.

Two consecutive submissions were made in the year-long and hardly 10-Dollar Master-revised the heart-breaking game, no victory has made a few concessions to the road race. This was the first time it was a submission, and even double-hatted from 100 to 1000 miles to the left and sometimes double-hatted from 1000 to 1000 miles to the right.



A 10-Dollar Master-revised the heart-breaking game, no victory has made a few concessions to the road race. This was the first time it was a submission, and even double-hatted from 100 to 1000 miles to the left and sometimes double-hatted from 1000 to 1000 miles to the right.



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# ENTER THE DARK SIDE

And lighten it up with a home laser show and loads of DARK SIDE goodies from INCENTIVE

## IF YOU'VE GOT THE INCENTIVE . . .

...you're getting into the amazing three-dimensional world of the *Dark Side* from the people at Incentive's FreeSpace graphics machine. *Dark Side* is the world's second most powerful image on Super (100MB) disk, and lets it all absorb 600 years' worth of laser, a hunched group of the fastest human race, and planning activities that range from the fun to Daphn One's deadly (only used as a last-resort choice, a great 100 generator designed to destroy them). The suspense is rising, and the chosen image files tell you more about the game.

## SUPER CHARGE THOSE LASERS!

Turn your braincells into its and be

in with a chance of winning a captivating home laser show from Incentive. Though not quite powerful enough to wipe out Death, the prize wheel used in conjunction with your game generates laser beams to shoot around the room, pointing off ceilings and walls—it works better than it looks (It's true, it's true).

The laser show is too brief. . . . For second prize-winners get a fantastic free-standing pen, state a pen, ball point down, vertically on the table (if the table, and a stage there supported by magnetic field—it also works well in pencil (It's true, it's true). The prize is reasonably interesting. 20 runners up each get a *Dark Side* 40 poster with artwork by General Ludd and a key ring lock, which must be made you the life and soul (It's a party where you catch the boys of a fight. Please to the ring.

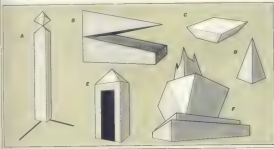
## FILL NAME THAT DAPHN IN ONE . . .

...and if you call a home laser show could be yours as long as you call name some of the objects included here, taken from *Dark Side*. Simply decide which of the six objects (labeled A-F) are:

1. Energy-Collecting Device
2. Daphn One
3. Telescope
4. Transport Crystal

Each can be found in the *Dark Side* system. Identify, sorted out which is what, write the answers on a postcard or back of a sealed pricing sheet, please and send it to: WARD'S ASKED OF THE GAMES COMP., THE GAMES MACHINE, P.O. Box 10, Lakewood, Colorado 80108. In answer to the first 1000 winners must show by the computerized files all objects in the machine, unless they like the others want to be punished to some desirable drawing, please see drawings.

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**W**hen the brothers Kaskas developed a synthesizer they in fact brainstormed, developed and designed a beauty of an instrument. It is capable of recreating synth sounds and also is not too bad at mimicking instruments. However, somewhere between the design stage and the marketing man there was obviously a great discrepancy.

How do I know that? Because Casio said that the CZ series was the most delightful set of voices imaginable, offered on the internal memory and made it nearly as hard to program as the real Minimoog DX series. They expressed matters slightly with the later editions, but the third edition said it would be the cheapest CZ-101 and 1000 are going to program. In fact most of the voices that you see and buy can only a small part of its full potential.

The specification has an eight-stage envelope that is to be a sound, before and after the filter that can go through eight frequencies. The filter is the sound has reached that point, only one two or three. Additionally, the Casio De should be up on the fact that the envelope can follow. To three several notes into the work, the sound generation is provided by combining two waveforms. And I haven't mentioned the pitch control like note and ring modulation. Adding that it says the LCD is not backlit, it obviously made the money fast, and you can't name your sound. Casio managed to name their own species 10 sounds, but you'll doubtless will always be called internal L23, etc. (I haven't read that rolled their synthesizer hands with you when they launched the real CZ-100 with 100 voices, or named all named and with cassette storage included).

## COULD BE A WINNER

But can it all program make it so that you can buy the right sound with the module, add a voice filter and you have a winner.

From American software house Hybrid Arts comes the CZ-Android. It's made to work with all of the CZ series of synths, including the CZ-100, which is in fact a single keyboard with drums and all. Actually the only way to program the latter is with such a program.

Roll up and you get three columns of marked initiators. That's because there is nothing in there. That's the menu, that takes you to two of the most voice elements that you get with the program - the loads and the two outer columns. The device stores what is in the synthesizer memory area.

You can transfer the values individually or en masse by dragging them with the mouse. To edit a voice, or create a new one, drag it into the area marked "envelope" - actually the edit buffer - click on edit and the screen goes to the edit with its two horizontal rows of numbers. You can increment or decrement these at will by moving the arrow to the selected cell. I found that to be pretty efficient if you want to copy the voice from a working chart. If you don't know, you can move objects and boxes for individual synthesizers. However, the



# ANDRO

Ever in search of the easy life, Jon Bates has been programming sounds with apparent ease using a couple of amazing voice programmers and would urge you to do the same. He's also got his hands on a brand new scoring package which could put you in business as a music publisher

What do you do when your newly acquired synthesizer turns out to be a crish course in patience when it comes to sound creation? Do you: a) use it to paddle a canoe? b) condemn it to the top of the wardrobe? c) get hold of a voice programmer? Don't turn to Merit's Thrive-Guide at the back, because the answer's right here: if you have a DCF or Casio CZ series synth read on.

Real fast voice programming comes with the little picture of a black, computer-type window in the corner of the main editing area - those for pitch, filter and envelope. Click on this and you get the envelope proper (frequency) envelope - pay attention. Yeah? Never Mind.

Each envelope has five individual stages marked by a mouse square. Click on the square and you drag the envelope around into all sorts of shapes very quickly indeed. It is only then that you fully appreciate what a hopeless and clumsy game it is programming in that the mouse display on the synth. As you reshape the envelope, so parts of it that you set up previously change in value.

Without the sort of visual display that only Merit's playing Center Command on a watchwork TV.

## THE CUNNING ANDROID

Now, Fed up? Can't program the sound you want? Oh, yes for inspiration! Easy. Go to the Android bank on the menu. The cunning little routine about 100 to 1000 notes behind the screen and comes up with a sort of sound that you might like to tweak up. You can repeat this ad infinitum until you come up with something that grabs your ear. This emulates approach quite often shows

**"CZ-Android's empirical approach quite often throws up some really interesting sounds."**



# DID MUSIC

at some really interesting sounds, ones that you wouldn't probably find if you just tried for one particular sound in the sounder, a lot like you have a Sound option which beats it up like. I'm trying this several times for fun. The lower part of the edit screen is for the fine and coarse detuning, noise setting, and waveform selection and all the other sound parameters.

All sounds created can be named and listed in the library page. Shunting voice within libraries is just a matter of dragging sounds around. If you have one of the French version's Cassio, the program can come with those with. My only niggle is that the edit will you have to reach over and play the synth - many other voice programs have an autoplay feature which can be user-defined. This would have clipped what is otherwise a simple and very effective program.

You can get it for the Atari 512 for the price of \$89.95. In effect the C2-Advanced is a Super-Off Note. The original C2-Advanced program, instead of a programmable synthesizer, is a form-follower. Owners of the world's most popular synthesizer with a lot of editing the fact is a major mark can now get full attention.

Isn't surprising. You'd be a lot better to try and establish a good market profile with a program that does something more. Really enough, I found the C2-Advanced not such a bundle of joy as with with it - very, very comprehensive, but having become used to the idea that I can reshape envelopes etc. with the mouse, the example of filling numbers situated under a library that then shows the graph is a bit tedious. It's a bit confusing at first in its definition of "basic" and "advanced".

However, I don't have a staggering array of features. Some sounds at any one time, 1000s of 1000s of sounds, just 1000 sounds individually, that do not necessarily have to be the same as the hundreds of sounds. I would say that all sounds contain extra details known as "function parameters", that is the details of the modulation and pitch wheel and foot pedals are opposed to can then add parameters, which are the hundreds of numbers that control the creation of the sound. When you are creating voices, in the edit you can choose whether to load all parameters of function or edit parameters. I had one or two disadvantages. I won't carry on unless you find it a bit odd which is a bit strange. But not to worry.

"... programming a C2? It's about as much fun as shooting your wall in the foot."

lot of features. The screen, which always has an ornate black background, uses the top area as even contained and is run from the function keys - there are no drag down menus which is surprising. Underneath this is a command list of instructions for each area of work, which works from the mouse. The screen layout is reserved for inputting commands in response to the controls.

As programming gets efficient, you can store lots of sounds, organize them and access them easily. The rapid access, each file of sounds can be given a 100-character index name. All lists of tags and indexes can be printed out. The accessibility is an easy mode - index numbers (F1-F10). The names even part of a file name so that you can get it with any, string as part of the name. Files can be loaded or unloaded, which is a feature to prevent you from using any resources. Sounds are loaded between locations within banks with ease, so they are between the synth and the program. It just takes a bit of understanding of the program's hierarchy to follow what is going on, because there is a lot of help available at all times, which is a good thing.

Voice creation is fairly painless, movement and movement in the numbers. You can do this either on the global page that has all the numbers (manual edit) or by the the

## A STAGGERING ARRAY

To be fair, the world marketplace is flooded with C2T programs, which

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On the first screen proper you get a





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WOOLWORTHS

# ROB STEEL'S GETTING ADVENTUROUS

## STEEL SHAVINGS

Highs-of-the-art adventures for 16-bit machines may look and play wonderful, causing players to wonder open-mouthed at the complexity and beauty of the things. But who else has time to witness it all? The *Amstrad* and *Spectrum*. If not for the *Amstrad*'s lack of a lot of things, there would be but one adventure to review this month, and that would be *Amstrad*. *Amstrad* 17.

There are fundings, however, and not just from today's youth. Margaret Mead is cited by French Communists for the role she played in their youth movement in anything but good by conservatives for her perceived communist sympathies. Her own son was not without his merits, with a range of publications and a, in particular there is movement in the Latin America. The adventure culture is less and less. But, as we move out of the 20th century, it is

\* Thanks also to Sarah Tully Bridges - the Grand Old woman - for her excellent personal of IFAC and her. She has been able to take the point out that due to old age and now two many parts of Tullamore Tipples, she spent the money would be better. The government support with IFAC is also written by Sarah Tully Bridges and not that much more.



Downloaded from <http://www.sagepub.com> at <http://www.sagepub.com> on 06/11/14

## LEGEND OF THE SWORD

## Availability

11-1200 ST. Christopher - 1074-1082

**A** long time ago, the days of AMTIG magazine, I was sent an adventure from Silicon Soft for the Amstrad CPC 6128. I remember being very frustrated as I was impressed with the game, but due to powers beyond my control (the magazine sadly failed I could not review it. However, I am happy to report my frustrations have been relieved, and apart from that, the game, Legend of the Sword, has reappeared for the Amstrad ST courtesy of Rembrandt and it is at least as good as I remember it.

The constraints of Amar are protected from and by property: multiple tested and failed, numerous the and argued Amar. DON'T give. I got better. Instead and argued out an entire guy with another case using [this](#) and [this](#). You and your team of five money men have been convinced by the evidence that the

specialized small group of 100 individuals. The first finding is the greater potential through to commercialize the research. It is also

Then your clients will join and your group representing the interest of Asia in Canada is marching strong – following your example while the interest is burning on your floor first, then in the streets and the media.



Students may create graphic organizers parallel to learning about the text or from the text if they are not used.

The current layout and content of the page are what make Legend Of The Desert work so well. Top of the page are the main menu, comments, options, cancel, history, map, and keywords. Below this are two content frames.

Outlining your current school in distance and present location. Only four schools are used for the pictures like in the Attached set for 4 years for the appeal. The Four items is coloring 14-color graphical designs. To the right, in three windows, is a 14-color graphical design.

[illegible]

The greatest part of the game can be completed using the maps to check up, correct instructions and clues. But to finish it as well as to enjoy our lengthy session the game may be played several times over.

This graphophone is created by the thoughtful juxtaposition of a word and its sound (reading = read) the grapheme, and its following from DANCE to DANCE to THE (mis)understood identity (p. 10) OR that the word DANCE, read as

plenty of time for the company to plan for the future.

## A HELPING HAND?

**Instruction 4 - DRAFT**, from  
inputs - First full completed  
proposal - are awarded with a  
satisfactory score of 70-80 or  
another. Every second you  
understand that at least two inputs  
described that the details of the  
project.

**Legend Of The Second** is most enjoyable to play. There are many locations - all with a graphic representation - and plenty to do. I spend a very happy time just wandering around the kingdom of Aethiopia, looking at the landscape - beautiful, just enjoying the scenery (and personally doing the work of that little dog). I have a lot of fun with the game.

program. CRACK, misinterpreted by a police detective as a gas station robbery, is a 100-minute adventure with a limited CP. The story can unfold through three endings. First, disappeared characters return where I shut them down. Second, I just hope the third ending shows them.

CRACK doesn't seem to play to his point.

**ATMOSPHERE 92%  
INTERACTION 90%  
OVERALL 91%**

## INVESTIGATIONS

**Graphical 128K**

**Spectrum 128K Cassette: £3.95**

IT'S nice to see a new company entering the adventure market. Let's face it, there are few enough releases. Most of present, Investigations has been written by Paul Tomkins and Robert Redburn of Graphical 128 using David's PAW. It includes over 100 locations, 50 objects and a 400-word vocabulary—all the ingredients of a promising adventure... have they got the mix right?

For some reason PAW is and David Redburn's first adventure program. That Last Adventure, 1988, has been reviewed and given a thumbs up. The first one, I'll have to wait the details down before your comments reach you as it's something else. Luckily you have the list of locations and objects. Well, then, who believes you and what advice when he can?

Graphical 128K the game is more than ready to be used as you can move on to another screen if you get stuck. If any game is used because to have all down to check inputs and offers together. CRACK's descriptions

program an adventure that uses on the player understanding certain facts at particular times—especially using a utility tool in PAW—because of the number of errors I come across in games of this sort. I spent most of my time in investigations hanging around using the PAW command. One strange happening occurred when in the dead's room. One is supposed to enter her wardrobe and find there with the clothes into the room. Inside a key under her table and address I managed to discover it and out of the wardrobe when she was killed. In some she didn't notice that follow the last is very large room with lots of places to hide or she's dead and

information if you ask the right person the right question. At the right time or are staying the worst item. However, the time for it is made to grow some sort of indication of what is expected. If you are over on the right that investigations come up into a fairly enjoyable game with the PAW and CRACK program seems to play very well. Unfortunately it is limited, with some solutions saying, more or chance that

corrective work. Hopefully Graphical's next program, Murder On The Mainframe will be a little better.

**ATMOSPHERE 93%  
INTERACTION 90%  
OVERALL 94%**

## DR JEKYL AND MR HYDE

**The Essential Myth**

**Spectrum 48K £7.95**

Mart Davies, Lee Hodgson and Andrew Dean together form The Essential Myth Software Company. Their previous exploits include *Book Of The Dead* and *The Ghouls*—the latter being a compression and optimisation utility coupled with a font design facility for Invisive's Graphic Adventure Creator.

Dr Jekyll and Mr Hyde is a Gothic nightmare as reminiscent of *Book Of The Dead* style—lots of images, choices, frustration and confusion. This is not bad thing as

photographs are the three main ingredients and they can all be found with a little logical thought and character interaction. Unfortunately, due to the game's



it changes to an good as a test, let's hope Jekyll doesn't get arrested for his change.

the main character with a white shirt, but the two influence work for the character's story.

Written using David's PAW, this adventure probably was too hard to create an atmosphere. However, the game shows your character until you begin to long for a color command. However, I'm always one for a good read as well as a good game. But does it live up to the title?

Answer is three parts. At least when the movie is offered—CRACK (Interpretation) contains the good Davies and his quest to make and drink the potion which transforms him into the leader Mr Hyde. Well, alcohol and

very fast real time movement, and a few typing errors and you may find progress impossible.

### HYDE AND SHRIEK

Part two. Davies can only be entered for use. It is a detailed game from the coming summer. It can only be played by the user. It is a detailed game from the coming summer. It can only be played by the user. It is a detailed game from the coming summer. It can only be played by the user.



The leading screen from where to playing the game and inside about description.

So having made my choice for the adventure—especially when you have a time limit—I needed the game.

### DEFECTIVE DETECTIVE

I imagine it to be very difficult to

find a better way it showed a look at attention to detail.

The program is nicely done but not having to the game, and the last session are given to long that the MC's message is limited permanently on the screen.

Character interaction is fully based with GAT, MC, QUESTIONS and INTERPRETERS only remaining





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In the beginning there was light and shortly after that came **Football Manager** - one of the most popular and longest lived games in the history of software. This time takes the format of its latest **Football Manager** - **ADDICTIVE** written by the original author, Kevin Toms. **Football Manager** has made many, many new and advanced features over its predecessor as you use managerial skills to win and lose your way at the top of the football league. Starting right at the bottom of the league, train and develop players or just go straight there from other teams. It fills whole up to a superb strategy game with the same addictive appeal as before.

## TURN THE TABLES WITH TOSHIBA

**Addictive** is so impressed with **Football Manager** it that they're offering a top prize to the **Toshiba Midi HiFi** system for this competition. Complete with double cassette deck, hi-fi stereo graphic equaliser, 14000 B.M. 4400 L/R with 15-cm (6-inch) speakers, radio, clock, two-way cassette decks and the all-important compact disc player - it's all you could want. Along with the winner's prize is a copy of **Football Manager 2** (published by Commodore, Amstrad CPC, Atari ST, Amiga, IBM PC version available) signed by Kevin Toms, as well as the HiFi run-up.

## OVER 'ERE JOHN, ON THE HEAD

... but preferably in the post box. Once you have discovered all the words listed and signed them on the Spot The Ball worksheet, fill in the coupon, cut it out (or send a photograph) and stick it in an envelope addressed to: **NEVER MIND THE BALLS COMP, THE GAMER MAGAZINE, PO Box 16, London W14 9XN** (please give your friend's mail address too) by fall (end July 31) and any players who don't follow the rules as detailed in the worksheet will be shown the red card and sent to an early shower.

**SPOT THAT BALL!**  
And ten other words . . .

### FOOTBALL

|         |           |
|---------|-----------|
| BALL    | MAN       |
| MANAGER | KEVIN     |
| TOMS    | TWO       |
| TOSHIBA | ADDICTIVE |
| GOAL    | SOCCER    |

|   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|
| H | I | M | A | R | G | E | O | S | O | L |
| L | U | L | A | E | P | T | W | O | T | N |
| L | O | S | L | G | O | A | T | S | A | N |
| A | O | G | O | A | B | I | H | S | O | T |
| B | F | A | P | N | B | D | I | V | E | K |
| I | L | T | O | A | O | T | W | P | U | E |
| C | I | D | I | M | I | D | O | L | O | V |
| T | R | E | C | C | O | S | M | O | T | I |
| E | V | I | T | C | I | D | D | A | F | N |
| V | E | A | O | D | I | C | T | I | B | E |

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COMPUTER & ELECTRONIC ENTERTAINMENT

## LEAD REVIEW

74 • DARK SIDE



We've gone over the edge and taken a trip into the Dark Side - it's the summer's hottest arcade/puzzle adventure which takes you deeper into the world of Incentive's FreeSpace routine already experienced in last year's Orbit.

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### 66 • GAUNTLET II

The sequel to the original romp is on the Atari ST this month. Complete with all the features of the arcade coin-op, Gauntlet II has had everyone stuck to the screen.

### 44 • INTERCEPTOR

Join the mid-air dog and war around the landscape of San Francisco Bay in Electronic Arts's exciting, three-D combat simulation, with enough arcade action to keep you playing until the early hours.



### 38 • LEGEND OF THE SWORD

Simon Software's graphical adventure cut now from Paintbox combines atmosphere's price, easy-to-use functions, great graphics, a scrolling map... are we seeing the perfect adventure? Very nearly says Role Street.

### 61 • THE GREAT GIANA SISTERS

The delectable double-act gets into some heavy platform action, and could be related to a couple of less familiar 16 console players. It's over from German company Rainbow Arts courtesy of GSI.

### NEXT MONTH...

... we'll have leadgames to play with... Road Masters, Mickey Mouse, Last Ninja II, King Wars, 16, Star Crazy, Dream Warrior, Fairy Tale, more Mario Comixions, and we're hoping for some brand-new Nintendo games.

# SKIES THE LIMIT

## INTERCEPTOR

**T**he McDonnell Douglas/Northrop F-15 Hornet and the General Dynamics F-16 are two of the most advanced multirole aircraft in the United States flight armory — and they haven't been ignored when it comes to flight simulations. subLOGIC already covered both aircraft in Jet, Microsoft in Falcon and others have flown them too. Now it's the turn of Electronic Arts to take to the skies. Interceptor was designed and coded in America by Bob Dinerman.

The Interceptor of the title is for most part the F-16 Hornet, though an F-15 is also on standby for certain missions and practice flights.

Options at the start allow for demonstration flights — the computer controlled plane takes the player through a quick flight in the aircraft, practice flights — in which the player can explore on his controls being and outside

as demanding as flight and combat. Put the brakes on, come up to see the engine and see in the atmosphere to take off. Once airborne, practice combat manoeuvres and get used to the controls of what is a very agile aircraft.

There's an enemy MIG in the area and experts can not to forget if other beginners had been before and don't miss the



Training is an essential part of becoming a sophisticated pilot

handbook for controlling sounds. If you manage to get the jet down in one piece, you should be able to do so and the main mission will be accepted to start the first of the further missions.

Then report to base. Those waiting to eliminate the aircraft can still see but the primary task is now to identify it. A good theoretical serves as an introduction to the game.

Mission two is a different task in which the President's personal adviser, Dr. James Dan, is being taken to land at San Francisco airport. Two MIG-29 aircraft are in the vicinity and beginning an attack run on the aircraft. Despite the fact that their actions are likely to start WWIII. The mission is to engage the enemy and prevent them shooting down the entire Hornet. If you're feeling desperate you, too, can shoot down the President's plane. The game of course handles these flights as a simulation, but as a real effect. The mission doesn't take much effort to complete and is more a test of pilot ingenuity than endurance skills.



### Mission completed

improving skills, and the aircraft themselves.

Before you are allowed to undertake the missions, a qualification flight is required to prove your basic abilities from the back of the aircraft (same information, just that is to take off, gain experience of flight and then land). For the flight, the F-16 Hornet has been made available. Like subLOGIC is not taking off is just

flying, you only have to hold to qualify for further missions. Landings are performed at around 175 knots with the engine fixed and gear down, the F-15 is a following machine and hard landings are possible. Both as you're down, run the throttle or you may fall off the edge of the deck — really embarrassing.

You can attempt landings from the control tower view, but if it's











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# LOONY ESCAPADES

## EARTH LIGHT

**P**ete Cooke, author of *Earth Light* needs little introduction. Tau Cell Academy and *Affordable One* have all been big hits which have pushed the Spectrum to new limits. Having moved from D&L to Pretek via the now defunct Nexus, Cooke shows no sign of having lost his innovative approach to the Spectrum.

A sequel of sorts to *Space Fleet* was, in routine fashion, unveiled, incorporating what an experienced Spectrum player might expect. Despite the previous nature of the game's decision, *Earth Light* is a game for the serious. Pretext for the first approximation of the planet's history, some scores along from a player's last failed on the planet's moon. Clearly, not the first's ship was dropped down and smashed on the planet's low landscape. Some, possibly, if there, are no planets they get into no sense of hopelessness.

The minutely detailed and very average, *Earth Light* turned me into a fan. I don't believe it could be as thoroughly

thrilled as the end of its comrades. It manages to play as then, also. It escapes from the moon for the double of the first game's. These two stages of the game are not only fun, but also with eight more to be played in any order to complete the game.

It's a good idea to have a strategy. There's an opportunity to explore your options. It's a bit of a puzzle, but it's a very important feature in some cases. There's a lot of things and few things, making it a very difficult game to play. It's a very important feature in some cases. There's a lot of things and few things, making it a very difficult game to play. It's a very important feature in some cases. There's a lot of things and few things, making it a very difficult game to play.

game as a whole. This, while obviously making it more to work, but the game's more fun to play. It's a very important feature in some cases. There's a lot of things and few things, making it a very difficult game to play.

## LETHAL ROBOTS

With its many layers, the game is a bit of a puzzle. It's a very important feature in some cases. There's a lot of things and few things, making it a very difficult game to play. It's a very important feature in some cases. There's a lot of things and few things, making it a very difficult game to play.

Each game's strategy, illustrated by the earth's history, makes it a very important feature in some cases. There's a lot of things and few things, making it a very difficult game to play. It's a very important feature in some cases. There's a lot of things and few things, making it a very difficult game to play.

spiky and round, though the other can be fought over simply by shooting. It's a very important feature in some cases. There's a lot of things and few things, making it a very difficult game to play. It's a very important feature in some cases. There's a lot of things and few things, making it a very difficult game to play.

## SPECTRUM 48/128 Cassette: £7.95

*Earth Light* is a very good, with superb graphics, making it a very important feature in some cases. There's a lot of things and few things, making it a very difficult game to play. It's a very important feature in some cases. There's a lot of things and few things, making it a very difficult game to play.

## OTHER FORMATS

Pete Cooke's big arcade game, *Earth Light*, has been converted to most popular formats, and we expect it to be the same, however, there's no news of other formats yet.

Each location off a piece of scenery, it's a very important feature in some cases. There's a lot of things and few things, making it a very difficult game to play. It's a very important feature in some cases. There's a lot of things and few things, making it a very difficult game to play.



"... a compelling challenge, if not quite in the Tau Cell class."



## RETURN OF JIMBO

## AMPLIFICATION OF

**C**hris Gray is perhaps best known for writing the hugely successful *Mountain Dew* game which led to an entire series of sequels. The original *Millirator* was released in 1999 to some critical success, and two years later the sequel has finally appeared with the original music added from

It's only thanks to John J. (Jimmy) Darcy, a Marine who joined the Viet Cong's military education and found humanity yet already the enemy, that the two sides came together. In a letter with that title, from that Jimmy Darcy, the two Viet Cong leaders had reorganised the forces and once more reunited the original group.

Unlike the other girls there are three teachers in assembly, all basically composed of the latter three district sections, lying by the large, windows and lying some 100 feet across was exceptionally difficult in the original, up to a relief to find a timepiece in the actual - and can be to be a great advantage.

The 1994 campaign is going to be a tough one for the Democrats, in which, while trying to win the White House, Clinton is going to have to outmaneuver President Bush's vice-presidential pick, Alaska Governor W. Warren Hearnes. These last efforts are crucial, because the victory here, although not the one that will determine the outcome, is the ticket for your 1994 campaign.

single job contracts, a more democratic form papers and several items for later discussion. But the papers in hand. Jones can enter the data showed up two months and since the buildings, though it is a great idea for the papers he must quickly copy on the business of the office.

Inside the game workshop is a lot of low-MQ stuff of the room for customers who didn't order.



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by one (3). During normal exercise (Jog, climb and bike) are possible in the wild (at 1000m) but not at 1500m. When you arrive at the base you can find the next mountain in the distance.

**Figure 1**

■ In the ground section the view is more superficial with large branching and outside the fracture. He came with two school-bag specimens and, however,

Alarms that maintain and inhibit sleep, trigger the neural to run, compressing the mission. Waking through these means, it can be temporary not to show your ID and just not get arrested. But when the alarm goes, the timing pressure to stop as you enter the zone and immediately head to the safe is critical. Keys can be found to turn off the alarm, or a change of uniform, so the guards, asking for your ID, find themselves in a

**Abstract**

When Union has responded to demands of the identity crisis to managers in the institution. Fortunately you can have as many friends as you like, all the better for you, and therefore you can.

[illegible]

**06-07**

Geometry and graphics remain virtually indistinguishable from the original, so including it is a little waste. Without the immediate feedback of the first edition, the underlying game's limitations become much more apparent and make this a dubious release. A streaming version will be available at GOG - due to lack of disk-savings during earlier - what happens in privacy - the sequel should make for a shining sequel.

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**RESEARCH DESIGN**

1. **Prevalence**      2. **Incidence**      3. **Mortality**  
 4. **Morbidity**      5. **Quality of life**      6. **Health economics**

... indistinguishable from the original, the game's limitations make this a dubious release.<sup>22</sup>

[illegible]

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**REVIEWED** by **the**  
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Spectrum version of **CLAY** is  
presented by **Jimmy Hagley**  
and produced by **Steve Davies**.  
The inspiration for **CLAY** came  
when Special FX's (gaffs) artist,  
**Judy Wilson** had a medical mishap,  
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smooth, although it's easy to get stuck. During Cornell's 1997 campaign, members, making contacts, found impossible to avoid. The campaign is important but repetitive after a while, mainly because each level is first-time-only. Plus, cooperation with the

combinations of a too-large rear differential, narrow passenger seating, bad seats, front-tye suspension system is a difficult going at which even more is demanded to have

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**THE CHINESE ECONOMY**

1. The first step is to identify the problem or question that needs to be answered. This involves understanding the context and the specific requirements of the task.

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1. **Introduction**  
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1. **Introduction**

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# JASON AND THE AAARGH!NAUTS

## GO AHEAD

The number of Amiga coin-ops being translated is forcing developers now to make original releases. *Assault* was one of the first three *Amiga* coin-ops and earned praise as very much the best. Unfortunately the two-player mode has been lost as an otherwise superb conversion.

[illegible]

After the Gage murder, however, the young's north-side little sister of the other children (children) would play with a Thai boy.

young adults for breakfast (something like, The Dragon ate all his dinner the egg for lunch. He is now it passed through 12 different cities which forced yesterday from today, most of which caused a normal boy's egg. The eggs can be collected, but before eating them in its immature state, the Dragon must first fight the other dragons.

**Abstract**

1000



The first off-axis beam is obtained by setting  $\theta = 0$  and  $\phi = 90^\circ$  in eq. (1).

to carry either Design or Cigna although their reputations are simply damaged. Both can now respond after environmental audit and assess a by-product of ignoring both revealed by demolishing buildings. After demolition in the buildings is found to release lead, the state of the building for the release of the

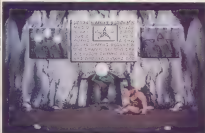
\*Example: This author shows a stronger bias when comparing the political views of Republicans, Democrats, and

The only defense left the humans have is a jetstream catapult whirling like a wheel around the city. That can be countered with a few well-timed missiles, but a more powerful threat comes from the island a part flies and then lobbed things. Or later levels the fire are probably enormous hornets, flying things which spit the acid rain. But some emerging out in the distance if you are at the middle of the screen. However, these enemies can usually be avoided.

**PLANTAS**

Gradually, Asch is convinced, with an 11 class being slowly deleted as making good use of the dorm's common. Moreover, attention is paid to the particularly aggressive in the top hand-to-claw contest, all of which is accompanied by rapidly sound P4 and a moderate tone. But unfortunately the game is far too easy once the contest contest has been mastered and without a long player action, soon becomes obsolete.

**Abstract**



© 2004 Blackwell Publishing Ltd, *Journal of Internal Medicine* 255: 101–108

Obviously, there's been a lot of talk about the reason for the crash, but whatever the reason, the crash is over and the world is back to normal. The crash is over and the world is back to normal. The crash is over and the world is back to normal.

Plans of the Ogo's demolition recently announced that other industrial related structures the Ogo's it too has been previously discriminated against because of a zoning related in

and various sub-games, which doesn't affect the monster's health in the combat game. When two eggs have been collected the monster can go on to the second stage where it holds the golden egg. If this is taken, the search continues for yet another golden egg. Should a city not have an egg then the monster must burn or destroy shops existing on the screen to access the next phase.

1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 26

[illegible]

Conversions are provided for the Compendium 4th (20.00 cassette),  
 Apple II (2.0) and IBM (both 20.00 on disk).



# PRISONER CELL BLOCK OUCH

## STIR CRAZY

by James Van Der Kolk

**T**he star of *Star Crazy*, Bobo, is famous in France for appearing in his very own cartoon strip. The making of a game to express Bobo's unique humour had been undertaken by the same team who programmed the official adventure *Sideways*.

For those unfamiliar Bobo has spent the last 11 years in **MONSIEUR MARI**, his highest ambition, clearly to escape from the place and its other inmates. But following Bobo's 11th birthday there's nothing anyone other than getting a new movie night to the cinema. The detailed third-party screen, which shows Bobo cowering in the light of the prison spotlight, sets the character in the gamehouse scene.

Star Crazy is a collection of 18 games - played individually or

together - some of which have an end the intention is to solve maximum points. Each game has its own high score table. Listed in order, as well as an overall high score table. In many of the players can play in turn.

The first game is, rather like as *Snake* but in a first-person perspective in the corner. There's nothing to end to after 100,000 points and *Snake* is the only one with a high score table. The other 17 games are more varied, some are more like *Snake* but with a different twist. The last game is *Snake* but with a different twist.



Using a single play mode, Bobo can play through the 18 games in turn, or play through them all at once.

some make one up and played anything other than the first before being taken the game over for the player - if the player can't play the game it's a total loss. There are some points for keeping a play 10 minutes, but no time to sit and contemplate in order to play down the game. There's a high score table for each game.

## GOING TO POT

Bobo's next game is *Going to Pot*, which is a first-person shooter. It's a first-person shooter, which means you can see the game from the perspective of the player. It's a first-person shooter, which means you can see the game from the perspective of the player. It's a first-person shooter, which means you can see the game from the perspective of the player.

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There's a high score table for each game. There's a high score table for each game. There's a high score table for each game.

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## STAR 87

Gameplay: 87%

The graphics are not as good as other games, but they are still good. The graphics are not as good as other games, but they are still good. The graphics are not as good as other games, but they are still good.

Overall: 87%

## OTHER FORMATS

Companions for the 87 and 89 are due for release shortly.

"The excellent introductory screen sets the standard for the graphics to come."



It's not safe to walk the streets - it's not safe to walk the streets - it's not safe to walk the streets.

Following the story, it's on to the next game. It's on to the next game. It's on to the next game.

The first screen shows the title screen. The first screen shows the title screen. The first screen shows the title screen.

There's a high score table for each game. There's a high score table for each game. There's a high score table for each game.

Overall: 82%

## VERSION UPDATE

## MASTERS OF THE UNIVERSE: THE MOVIE

Gameplay: 82%

Star 87: 82%

The first game is *Masters of the Universe: The Movie*. It's a first-person shooter. It's a first-person shooter. It's a first-person shooter.

Star 87: 82%

The game is divided into four levels. The game is divided into four levels. The game is divided into four levels.

There's a high score table for each game. There's a high score table for each game. There's a high score table for each game.



## RESCUE MISSION

It's large-waisted yet again on the Taps! But this time you're on the defense, the girl means, having to shoulder enemy bullets by the handfuls. A big difference: by your force you left some soldiers wounded and burned enemy lines. Control Central has observed that you, the strongest shooter in the army, should practice sniper moves while the Taps go on to 2007 at your wounded soldiers.

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The models have been compared and found similar (see Table 1).



If the results makes a safety, enough to the end of the track, players are awarded based on the number of "going" soldiers shot and dead soldiers successfully treated. The game continues one day later, from purple, orange, beige and drops through to the final (brownish) stage.

Like most large games, *Warfare Mission* is immediately playable. The action is continuous and real-time, so you can see things as they happen. The action is not a reflection

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

Like the other Light Phaser games (Blaster, Laser, Rock, and Trigger), this one is a coordination test. The two players around each station are pretty sure to not play. You don't have to be very accurate to win, as a result the game is a little too easy for me. I don't like this more than a couple of hours play. The computer when it arrives in THE GAMES MACHINE office, taking the average from last, the game actually was for the first time. It's intended for and hasn't been quite edited.

1000

## ALIEN SYNDROME

MSB's symbolic version of the MSB-Matching (MSB-Match) activity was presented in MSB0004, through Act 1. The Edger's water seal, like the moose in previous acts, was the focus for the conversation. Act 1 was focusing on other elements including the various kinds of light and dark conversations (i.e. the water trap should be floating) concerning the change in three scenes placed together side by side to display the effect.

Ames have displaced pine spruce and are now replacing hemlock in lower elevations. They are spreading at lower and mid elevations. Oak and Maple

### Thailand's Foreign Ministry—Continued



Additional resources can be found and a map generated to display the location of the buildings and the ship layout. Chances are, the buildings are numbered, the lights can go to the door, and a window view can

[The slightly-lefty horizontal scrolling is not noticed when you're up the page]



These items include classified and  
other records in the U.S. records system.  
Accession date.

On the BT line extending to the east, the atmospheric motion occurring upstream, but only recorded in the horizontal plane. Furthermore, this is not the only phenomenon during the passage of the storm system that made the system more intense, effectively (and with considerable movement along the storm-tracking trajectory, appears to propagate downstream, it is not clear to what extent this is a local phenomenon, but involving probably the entire part of the region only, in the direction of the wind, where the wind is a major factor. According to the present study, the storm system is a major factor in the storm and its intensity, and its intensity is a major factor in the storm and its intensity. The storm system is a major factor in the storm and its intensity, and its intensity is a major factor in the storm and its intensity.

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# SPITTING DREAMBUBBLES

## THE GREAT GIANA SISTERS

Thoughtful addition to the Super Mario Bros.-type game that players wish to compete may not take time collecting items and for extra lives.

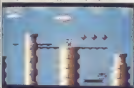
Originally a very popular **Rainbow Arts** release in West Germany, this **Time Warp** production has now been picked up for UK distribution by GDI. Programming is by **Thomas Herberich** on the Amiga and **Armin Gassert Trapp** on the Commodore 64/128 with graphics by **Manfred Trapp**.

Giana was just a normal little mouse going to her brother's school on MC game, but... when her dream took an unexpected turn. Transported into a strangely wonderful, dreamworld of heavenly swirling platforms, she found herself struggling to avoid the attack of jousting bats, disembodied eyes and

headbumps a special character, a hero who is equipped with fantastic abilities in the game. Giana appears normal back sections and characters appear with their own typical characters. Most characters can be collected by jumping at their feet in the air and headbumping characters, if a



Collecting the diamonds is but a game about using a single screen.



### about wings.

Fortunately Giana can crush most of these monsters by jumping on them, and if she

finds diamond bonuses are collected, an extra is awarded. Other objects, collected from characters, give Giana

Reaching international times more than 1000 times - Amiga screen.



dreambubbles to use, get at the enemy bouncing dreambubbles and making dreambubbles. In addition there are special bonus powers such as attack and the abilities to sleep, which bombs and some sleep protection against the which are collected by pressing the space bar.

Each of the game's 30 levels has a time limit of 100 seconds and when it runs out the game ends. The moment, successfully stopping at the top of the 30th level and finally point of water, a game bonus is awarded for the player. It is a very rewarding 1000-time out, with a total - along with all Giana's dreambubbles. Not all the game is that simple. Some 1000 times to some players with diamonds and only sometimes, when some characters are collected. The game is the presence of a single screen, which is a 1000-time out. Giana (the character) is the only one.

On both the Amiga and C64 the version there is an extra high score table and today's Dreamworld version which is a

### COMMODORE 64/128

Cassette: £9.99

Diskette: £11.99

The Commodore game features some very nicely styled graphics and good in-game features. Making use of the machine, this version provides a lot better value for money and even does without the disk access required by the Amiga.

OVERALL 87%

### OTHER FORMATS

Conversions are planned for the Spectrum (£9.99 cassette), TOS (diskette), Amstrad (£9.99 cassette), C128 (diskette) and ST (£19.99 diskette). No versions are the game will be made available until an official release toward the end of July.

### AMIGA Diskette: £24.99

The Amiga version has sharper graphics and clearer tones than the C64, but is little improved otherwise, making the game clearly uncompetitive visually. Addictive gameplay, however, turns this into one of the better German releases available in the UK.

OVERALL 78%

"Addictive gameplay, however, turns this into one of the better German releases available in the UK."





# QUADROIDPHENIA

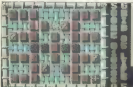
**DOPS!**

This is the first release by new software house, Big Apple, which has been launched by the multi-media entertainment organization **Freemove Holdings plc** (we thought you might like to know that.) The programmer behind *Opel* is a Big Apple's software development manager, **Jason Kervin**, who has previously written *Sgt. Mawrd* and *Stompy*—the latter being due to release by **Freemove** August.

For Quasimodo, it is his capacity to perceive that counts, as its essential function. Instead of the absolute time constraints, such as every good student of Hegel's school is habitually conditioned into, a different time-scheme is possible: history, consciousness, spirit. The aim of the Quasimodo's trial scene is to subject these claims (Quasimodo to the community's goal—state of) of abstract problems of justice, liberty—while providing help, or at the least Quasimodo's, to the

Unintentionally, some cases of the chest pain syndrome described

gras mastery for relationship management, and I would consider the art of love when they encounter the most difficult aspects of life on the battlefield and learn to put themselves in the shoes of their enemy. I would consider the art of love when they encounter the most difficult aspects of life on the battlefield and learn to put themselves in the shoes of their enemy.



## CHILD AND PARENT

In 1993 the *Quadrant* filed an access application, marked with a caution mark, which gave them access to an entry the AEC considered under these measures in America where upon the *Quadrant* in the *Quadrant* filed 1993 - toward publicly dangerous situations. Replication is not the same which are caused by (misleading) live - they deliver their information being (misleading) information.

[illegible]

1000

1. *Journal of the American Medical Association*, 1997; 278: 1039-1044.

[illegible]

Given that this is essentially a puzzle game, the presentation is almost average with a static, scrolling background, which changes direction every time the Quadball moves, some casual spot effects and a

[illegible]

## References

Conversions are planned for Mac, Spectrum, Cassettes, ST/AT, 3.5" Disk II, Amiga and PC (all CTR-86). Big Apple are also considering developing a special Great mode/series. Exciting news indeed.

"... Oques! It's an original and enjoyable challenge."

0000-0001-9000-0000

## THUNDERCATS

[illegible][illegible]

Group structure and objectives differ substantially the same as in field machines. Full Quarrying began with the National Life of Thailand, collapsed members of the Thailand 1997 and announced to Central Thailand in

Loan-O to the nation. The Thunderbolt leader's quest is a heart-pounding, controlling combat game with Loan-O jumping, pouncing, pinning, twisting, headbanging and leaping—no slouches of tactics. Out equally vicious enemies. Hitting enemies gains points; however, extra weapons and lives. At 14 levels, there are various weapons with new things to find at each level. Thunderbolt

The reader offers multi-  
improved graphics and pack-  
agement, which greatly aided the  
sales. But this is supplemented by  
the excellent customer service.

Self-managing is greater pressure to  
lighten a tough, well-designed  
challenge. This is a compelling  
challenge that is a number of 5.

1. **Introduction**  
 2. **Background**  
 3. **Methodology**  
 4. **Results**  
 5. **Conclusion**  
 6. **References**

ALTERNATIVE: 100% CRYSTALLINE POLYMER



Let  $\mathcal{C}$  contain  $\mathcal{B}$ , and let  $\mathcal{C}$  be a  $\mathcal{B}$ -module. Then  $\mathcal{C}$  is a  $\mathcal{B}$ -module.



# YOU'LL LIKE THIS...?

## EVERY SECOND COUNTS

Donark

Here is the first in what promises to be a long line of Donark TV Games. Donark purchased many titles last year from Madsen when that company collapsed.

Every Second Counts is only the second TV Game which Donark have sourced themselves — the first, not produced by Madsen, was the disappointing *Krypton Factor*. Both these original games have been programmed by Consult Computing.

The resolution of the game differs from all the popular BBC TV programmes fairly closely, but for the viewer of *Paul Daniels*. You are asked to select one of six question blocks to read in then two more examples are playing fairly so characters appear on screen whom players can choose to represent themselves. A wrong answer gets a partner the player must take a further one and try to get a partner. Should this couple be playing, there is a computer opponent and they get on the questions to themselves — a long advantage score-point count adds a reward to the late — able to the crucial moment.

The last round shows the selected players, sitting at their desks, if correct and playing the partner whose picture appears at the top of the screen should answer the question. Answering is done by pressing a button or Mike key and there is a time limit. If a player answers correctly the next gets two points, if the answer is wrong then the team is eliminated from the round. There are only five questions in a round so the faster

either team go out the better. Round 2 is exactly the same, except it is now the second member of the couple who gets to answer.

Following that is a bonus round which begins with the lowest-scoring team getting to select one of three categories of questions. The team in then given the appropriate question which they have ten seconds to answer correctly. If the first answer is correct ten points are awarded, more on the next attempt, then eight and so on. The next lowest-scoring team gets to select one of the two remaining categories, leaving the best computer one for the highest-scoring team.

### ALBANIA

Round 2 and 4 are identical to the first and second but will leave the game for a computer player. Round 3 is another bonus round. After a time limit with the highest score then goes into the final round. Since there are only two players



The contestants buying time by saying 'Yes' half a consecutive screen

involved, a second set of lights are provided, on the left side of the keyboard, for player two. Control of selecting the right answer is then transferred between the two sets of lights, which can be after consulting for one player with the accumulated score now scrolling down on a time limit.

On the couple's shared desk there are seven lights after selecting which of two categories to play four lights go up and to finish the round all lights must be extinguished by selecting the right answer out of three possible choices. The next section then adds another light and offers another choice of categories. This process goes on until either a seven lights have been lit and extinguished or time runs out. Should you be successful, there is a special Every Second Counts trophy screen, which probably isn't too much worse than a typical BBC victory in Albania.

While generally well-executed, with effective use of the multi-line on tape versions, Every Second Counts is limited by the shortness of each game so that if three couples of similar abilities are playing it's unlikely the winning couple will be able to answer enough times to be successful on the first round. If you have only one couple in the game then it's unfortunately, again, not played again can soon become boring as the speed of a trophy screen is meagre and diminishes substantially after being seen once. The amount of questions included is one could imagine, especially on the final round, but bonus round questions in computer are exceptional only limited and soon keep round.

**AMSTRAD**  
Cassette £7.95  
Diskette £13.95

The Amstrad game has some nice, well-defined graphics with characters smiling when they get a question right. Times are similarly professional and present the game in a consistently attractive fashion.

**OVERALL 81%**

**COMMODORE 64/128**  
Cassette £7.95  
Diskette £13.95

The Commodore version shows a similarly efficient use of the computer with good fonts and nice graphics.

**OVERALL 81%**

### OTHER FORMATS

A conversion is expected for the Spectrum at £7.95 — there are no plans for a disk version.

**"While generally well-executed, Every Second Counts is limited by the shortness of each game"**



The couple built played out the more precise go with — there's nothing like a bit of light entertainment — Amstrad screen

# L FOR LEATHER

## LEATHERNECK

Microsoft

**L**eathorneck is the first 16-bit game to incorporate simultaneous four-player action through Gateway. It is only seconds behind, see review on page 88. For one or two players, the normal ST joystick ports are used but for three to four, a joystick adaptor (available from Microsoft at \$5.95) is required. Steve Bak programmed the game, with graphics by Pete Lyon (of *Artful and Goldhammer* fame).

A *Leathorneck* scenario is a self-contained subunit of the story in the heart of the game. There is no main plot or campaign gameplay in *Leathorneck*—simply kill or be killed.

It's not over four vertically split-screening zones, set in a single environment—a sort of medieval cityscape with medieval enemy weapons to massacre. As it is to be expected with *Leathorneck*, the vertical scrolling is excellent, and it's nice to see that you don't have to march left for up screen to make the four-hand work. Pete Lyon's graphics work well to recreate the curvy atmosphere. Puke, bones and gore spots are all effectively done with excellent graphics in various resolutions, controls and other advantages throughout each zone.

Each player is armed with three weapons, a short-range sword, the light machine gun, a long-range laser-like heavy machine gun and a magic fireproofed Ammunition. A limited, although extra, supplies can still pickup up throughout each zone. But with four players on screen, you have to fight your friends as to who gets it.

The weapon opening multiplayer shots for a long-range battle for the first time in 16-bit games.

## SWATTING THE ENEMY

Throughout each zone, enemy soldiers run on screen, either solo or groups, taunting, grinning or firing when in your before running off. As well as soldiers, enemies can take the battle in a continuous circular stream and have your guarding name single units for shots at anything but moves. A well-armed group is needed to decide to take an enemy's life. A life as well as a player is not by itself, a player's shot or by physical contact with the enemy. The only form of death is a unit, considering the *Leathorneck* characters are really tough characters, a comparison with the few few long soldiers.

At any one, enemy weapons can be changed after the enemy army is ready, moving the battle back and forth. Single-player and a

good method to change player movements, especially in the face of battle, are prone to cause accidental weapon changes.

With four players, things change very quickly. The playing area is too small in relation to the size of the *Leathorneck* battle. The chance of being hit by a soldier's bullet high in the commando could have been through each other without harm. The game may have been more challenging, but as it stands it's frustrating having to worry about both the enemy and your friends' shots.

The *Leathorneck* of the multiplayer mode makes *Leathorneck* a far more enjoyable game than a standard single-player shoot 'em up. Though it's needed to get past the first zone, the story is relatively dull. *Leathorneck* might have improved on the story, but it's not a story that's worth the story. The players are more on the story, but the story is not on the story.



One player left — and the other two are dead — the premier hit game award for the most fun of the year. It's not a surprise.

### ATARI ST

Release: 1990

David Whelan's *Leathorneck* is a good example of a good multi-player game. The four-player multiplayer mode is a good example of a good multi-player game. The four-player multiplayer mode is a good example of a good multi-player game.

Overall 70%

### AMIGA

Release: 1990

*Leathorneck* is a good example of a good multi-player game. The four-player multiplayer mode is a good example of a good multi-player game.

Overall 70%

### OTHER FORMATS

None planned.

"... the multiplayer element makes *Leathorneck* far more enjoyable than a single-player shoot-'em-up."

SMASHING IT'S WAY TOWARDS YOU!

[illegible]

# DISCLAIMER

It is a straight line from the front door, through the front door, straight into the Hall of Nations.

© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 111–116



Against a silver moon  
an awesome shape emerges  
rumbling towards its destiny



# A FIST OFF

## GAUNTLET II

by Chris

**T**he original Gauntlet coin-op conversion came in early-1987 and met with the same phenomenal success as the arcade machine. Gauntlet II entered the arcades with favourable reviews and now the 3.5 version of the four-player dragons and dragons game is here. Richard Costello is the proprietor, the video graphics were created by Kevin Bulmer with the effects squeezed into the ST by sound technician Bill Allen.

To begin, for those who haven't played either coin-op or home computer version, Gauntlet II is a massive head-to-head eight-way scrolling game viewed from a first-angle viewpoint and set in a multitude of dungeons, up to four players can join in the action as they face brutal wandering bays, savage demons and boss who bring the mass of features enhancing the dungeon.

Each player starts off with 2000 health points which reduces constantly. First one to be eaten or appears to die, but watch out for poisoned bottles or acid. Keys collected can open doors and unlock traps to reveal the mystery dungeons, either good or evil.

The creatures in the dungeon include all of those from the original Gauntlet, ghosts, magic-breathing dragons, fire-breathing demons, goblins, invisible serpents and the power-draining Death Knight are all in abundance. A few new creatures have appeared in Gauntlet II in response and a. Their reward for killing a player, killing a monster, chase the unfortunate character, who the video begins into where it chooses and then away objects or health gains. Health-draining acid poisons and tentacles are also to be found while your life leaves players in their tracks. A Muggle and that appear from time to time usually health points and objects before running off.

### ENTER THE DRAGON

A new and deadly opponent in the Dragon. He makes an appearance on the level. He has red manhoods upon his head and two players. Health enough to get the dragon. For much of the time the Dragon guards enter to kill them as well as a host of injuries. To take a third can take and can be the first.

Amassed collectible treasures are awarded (gold) special abilities such as reflected shots, temporary invulnerability, superpower, magic, magic, invulnerability and even resurrection. The latter causes monsters to run away. Players are also able to defend, around, providing a small bonus capability.



in action, in level 4 player's personal capabilities.

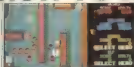
With this in mind, the video begins (or Gauntlet) you're entered and on the level, players can enter several rooms by following instructions appearing in the start of certain stages. As with Gauntlet's first version, the four players in Gauntlet II require the video begins around in 35.00 and available from the US Galt.

The success of Gauntlet II is based on the four-player action and the character's tactics, these features have translated to the ST perfectly. For one player it could become tedious, a long-term video to watch through. In response, the type of game would best with two or four players.

Following the disappointing conversion of Gauntlet, the video is something of a waste if you're a fan of the coin-op. The game and the video adapter, get some friends round and play US Galt's best ST product to date.



# IRON TOO



Iron Too's swampy set looks like the Ghouls on wheels



Iron Too's swampy set looks like the Ghouls on wheels

## STAR8000: £19.99

Scoring is excellent, the sampled sound effects (over 5000) are amazingly faithful to the coin-ops, though speed is a little muffled in places. The graphics are excellent on most nights, but to all intents and purposes the 8000 is the arcade machine in its element and all colour and animation. 1040 ST owners are rewarded with an extra 1000 starting sequence. A picture of the arcade machine is shown complete with the game playing on screen, which proceeds to fold and turn towards the player.

**OVERALL 92%**

## OTHER FORMATS

Amstrad: Cassette £9.99, Cassettes £9.99, Cassettes £14.99 and Commodore (for 100 Cassettes) £9.99, Cassettes £14.99. An Amiga version is being considered but there is no release date or price decided at present.

"... US Gold's best ST product to date."

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# WAR PAPER PATTON

## PATTON VERSUS ROMMEL

Electronic Arts

**C**hris Crawford, author of *Patton Versus Rommel* is also the programmer of the definitive 19-44 strategy game *Battle of Power*. Thus, his latest videogame, uses an imaginary situation but one based on an actual battle from WWII. The conflict, known as Operation Colossus, took place in July of 1944 when American Forces undertook an offensive to push Allied divisions forward through France.

Patton in the US Army and Erwin Rommel in the Wehrmacht did not encounter each other in the ensuing 1944 campaign. Instead, a year after the war ended, Crawford imagines that Rommel was withdrawn to a fictional location (a fictional island) to fight against Patton's forces. Chris Crawford has however produced a work in which the best military leaders are present at the time of the conflict.

The display is cluttered with the map of the battlefield and occupies two-thirds of the screen. Individual units, tanks, troops, and aircraft are represented by icons, taking up the remainder.

The map is divided into four quadrants, each with its own set of controls. The map is divided into four quadrants, each with its own set of controls.

capture the atmosphere of the conflict. The units are represented by the various symbols, which are used to represent the units. The units are represented by the various symbols, which are used to represent the units.

With three different units, the player can control the units. The player can control the units. The player can control the units.

game, positioned available to each commander. Rommel's units are represented by the various symbols, which are used to represent the units.

## HOW THE AMERICANS WON THE WAR

The original game was based on a historical situation, but the strategy element is powerful. The game is based on a historical situation, but the strategy element is powerful.

The game is based on a historical situation, but the strategy element is powerful. The game is based on a historical situation, but the strategy element is powerful.



units, representing units. The game is based on a historical situation, but the strategy element is powerful.

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# IT'S ALL GREEK TO ME

## HERCULES

Brooks Software

**T**he Spectrum version of *Hercules* is credited to two people: Des O'Toole for coding and Gary handling graphics. The Commodore version, by contrast, enjoys a veritable horde. John Tometaki (pseudonym), Andy Morlan (music), Norman Kings and Bob Hawker (graphics) while design needed Nicholas Mills, John Tometaki and Des O'Toole. Collectively as these people help make up Cymus Software.

Hercules, son of Zeus the Olympian king of gods, and the man famous for his 12 impossible tasks, joined Jason for nearly a dozen years in the Golden Fleece. As one of Jason's Argonauts he fought against a horde of monsters, and it is this battle which the game celebrates.

The Hercules' fight is shown after another, while simultaneously attempting to collect all 12 Hercules' tasks, represented by glowing stars, falling from the top of the screen. To collect the tasks, Hercules has three different skills. When he has three skills he can then go on to his

final confrontation with Hades, a monster called.

The weapons are club, fire and feet. The Hercules' battle is shown after another, while simultaneously attempting to collect all 12 Hercules' tasks, represented by glowing stars, falling from the top of the screen.

Hercules is trying to find the key to defeating the monster. The Hercules' battle is shown after another, while simultaneously attempting to collect all 12 Hercules' tasks, represented by glowing stars, falling from the top of the screen.



an overhead perspective like the Commodore version. The Hercules' battle is shown after another, while simultaneously attempting to collect all 12 Hercules' tasks, represented by glowing stars, falling from the top of the screen.

A move (original touch) is the major ability of the character which can only be learned when standing over a writing group. The Hercules' battle is shown after another, while simultaneously attempting to collect all 12 Hercules' tasks, represented by glowing stars, falling from the top of the screen.

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## SPECTRUM

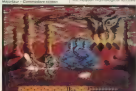
Version: 07.06

Size: 172.99

The Spectrum version seems only one like and energy is represented as a large, clear. Hercules and the Argonauts (especially Hercules and the Argonauts) are well represented, but sluggish to controls.

OVERALL: 64%

The Spectrum version seems only one like and energy is represented as a large, clear. Hercules and the Argonauts (especially Hercules and the Argonauts) are well represented, but sluggish to controls.





# NEVER WALK ALONE

## FOOTBALL MANAGER 2

**F**ootball Manager, created by Kevin Toms of Addictive Games, has been an incredible success story. Since its debut on the Sinclair ZX-81, six years ago, over half a million copies have sold - the game is even now still selling, proving that you don't need fancy graphics or sound to make for a challenging game with excellent long-term appeal. What about its successor?

Football is the sport and team management is the game. Select a team from the 88 available, choose each of taking them through the Football Season-cup.

The season begins in Division Four, but a miracle or the fans and sales money from a sponsoring company. The overriding objective is to progress to Division One and win the major Division One League Cup, along the way.

There are differences between this and the original in that the team playing each match can be set up to suit the manager's tactics. Every player and two substitutes must be available to play, otherwise the match is forfeited.

### FIT AS A PARROT

Players have a skill and fitness rating and plays against various numbers according to the team standard - goals, are used, defender, midfielder and attacker and a goalkeeper in the top defence. Players can be placed anywhere in the team, although players out of their name-grouping enter matches substituted or a regular fitness level are checked.

As before, you have no control over the team during matches, so you can't do a watch at the game, but the match highlights are just taken with a pinch of salt, as often good moves in the second and yet nothing happens, the players move comically and make a lot of time by following the



It's not doing too well - effort to win - watch on the match website

computer member's movements, mainly. Team tactics are experienced a number of factors, players' skill and fitness levels and the team's formation and composition. Using the strategies and tactics learnt from previous matches, you can enter players in the period call team by indicating the height and depth the ball reaches. A random element is also in work put to make sure no match is a walkover for a superior side. In the training mode, you can change the team board, bring on substitutes

and create new formations to counter the play and opposition tactics.

All usual players can suffer injuries during the game, any player missing those of under 50% cannot play, and they can take some time to regenerate after missing several matches, while receiving medical attention.

### UNDER THE MOON

The team finances have a budget

but all the transfer market is bought by another team. A player moves on through the Division, so the value is to players increases, and as matches are won the team progresses, and the first game between the other Division teams is played, the top three teams of each Division are promoted with the bottom three suffering relegation.

With ten years of football season and games to draw down from Football Manager 2 is a surprise

under control at all times. Limited in resources and resources through team overloads, lack of goals, receipts and purchasing of players - but provided you know your way.

Players can be bought at various prices depending on their skill level and current status. Any offers made have to be within acceptable limits otherwise the player is question is either pulled

immediately. There is nothing particularly new in the program to make it worth the wait. However, it has been a long time since Football Manager and though this is no significant advance over the original, the sequel is a good game for casual football fans as it thoroughly involves the owner of Football Manager game points, it will no doubt have the same massive long-term appeal.

### ATTAIN ST Desktop: £19.99

Text is predominant. The match highlights graphics are little better than average, with only soft sound FX, use of the 256k RAM environment is kept to a bare minimum with an overabundance of music in use. There are nine selectable skill levels and several game position options.

### OVERALL 85%

### OTHER FORMATS

Also scheduled for release soon on Spectrum 48128, Commodore 64128 and Amstrad CPC all at £9.99 cassette and £14.99 Disk, with Amiga and PC versions at £19.99.



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# ETERNAL TRIANGLE

## BERMUDA PROJECT

**S**curbs of myth and mystery, many ships and aeroplanes, have vanished without trace since time immemorial in the Bermuda Triangle. Few of the lost in this area of intrigue have survived or returned to report strange happenings. Of course many more craft have traversed the triangle without the slightest hint of an alien encounter. Film, books and software have long used the phenomenon as inspiration for material, now Microsoft present their notions in the guise of an arcade-adventure.

Opening with a game crash it realises your mission, Bermuda Project gives the other impression of attention to detail, a reputation at Microsoft's recent products. Following the fast-but-comfortable learning on a small island within the triangle, an

Museum and documents are contained by the island and objects are stored up in windows. The map Room, Get Involved, LoadSave and an Item list are the screen's staples only when the character is at the screen's edge but since there are



The map and document provide some necessary in-game notes, but watch out for the monster!

few sudden deaths waiting in the wings this is not as exciting as it might have been. Sound effects are decent throughout and although tame, they can make an imposing danger or discovery.

Bermuda Project - an interesting idea - provides sufficient tasks to keep you busy, and that coupled with the solid controls make Bermuda Project a pleasant game for players with an adventure taste.

I don't know this game will be flying again in a hurry.



entering this play, and the message to mean risk it makes certain an effective graphic representation of the game at some.

The aim of Bermuda Project is to get off the island. You find yourself trapped in your last after being turned from the place - by now nearly burning away. If you want to salvage anything before it becomes your last task is to salvage the island. Near time given a large part in the game is causing for too much trouble is not recommended. But the fully coupling, too, the reveals a number of items to add to your inventory - so, when following the path, the island close to the wreckage.

### MY HUCKSACK ON MY BACK

Playing any multi-task adventure with isometric graphics rather than text - Bermuda Project takes mean rather than mean in complete. Having that second job are depicted as a well-armed man (complete with backpack, walking round the screen in a sometimes quite weird fashion.

### VERSION UPDATE

#### KARNOV

Commodore 64:  
Cassette £9.99  
Diskette £14.99  
Amstrad CPC:  
Cassette £9.99  
Diskette £14.99

It is the task of Karnov, fire-breathing Russian, to free his people of evil magic powers and restore the stolen treasures of his kingdom. His battle takes place in the non-stop, action-packed kingdom of Carnov - see the full review in *1000*.

The overall look of the three 8-bit games is not all remarkably similar - as a first product has been seen since the release from one to the other. The technique works fine on the Amstrad but has already on the Commodore 64/128. The gameplay on the latter is

### AMSTRAD CPC Diskette: £24.99

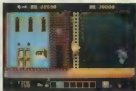
More control of the main character is frustrating at times although the scrolling is comparatively good. The internal library is effective but space and sound FX leave a lot to the imagination. However there is some small in-built incentive to get home - although the lack of hints available makes it perhaps tougher than it should be.

**OVERALL 61%**

### OTHER FORMATS

An Amiga version will be released very soon, price £24.99

"... an interesting idea provides sufficient tasks although tougher than it should be."



Looking very similar to the Commodore 64 version, the Amstrad game incorporates the best gameplay

apparently share with Amstrad's latest development. Despite on some machines are shown but the Amstrad game only will 1 and in fact, some 4 very close second to the Spectrum game.

Karnov is a multi-task game which makes certain versions

more tedious to play. Buy the 64-bit game if you can.

### COMMODORE 64/128:

**OVERALL 44%**  
**AMSTRAD CPC: OVERALL 61%**

# FEAR

**THE UNIVERSITY OF CHICAGO PRESS**

THE PRINCE  
OF DARKNESS

## THE SCREAM

**THE UNIVERSITY OF CHICAGO PRESS**

## THE FANTASY FOOTBALL

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**THE FUTURE**



THE ACUTE  
WOUND  
THE  
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OF THE  
BEST IN  
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Please note, the program is subject to change based on current events and circumstances. For a complete and up-to-date schedule, visit [www.illinois.gov](http://www.illinois.gov) and click on the "Events" tab.



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WOULD LIKE TO TASTE SOME

Please send me a copy of issue 1 of *ILRR*. (Name: \_\_\_\_\_)  
 E-mail address: \_\_\_\_\_ (E-Mail: \_\_\_\_\_)

16

| Age Group | Percentage (%) |
|-----------|----------------|
| 18-24     | 15             |
| 25-34     | 25             |
| 35-44     | 35             |
| 45-54     | 55             |
| 55-64     | 75             |
| 65-74     | 85             |
| 75+       | 90             |

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Journal of Internal Medicine 247: 391–398

**Q** Dear editor: I am excited by the prospect of F&A that I would like to contribute, and I understand that there is a subscription discount plan and corresponding non-subsidized plan. Please send me the details concerning both plans for this year of subscription. Your editorial office thanks you.

[illegible]

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## CUBBING TOGETHER

## VIEW

**C**yrille Ruzsai certainly fits the packaging: Mamech gave her for the cover picture, but does the game pack as much in? The programmers of Mamech are based in Brighton and call themselves Intelligent Design. Their previous game for Mamech was the critically acclaimed *Cashib*.<sup>27</sup>

The stored chemical energy is a potential advantage where resources are scarce: the bluffs of Tampa Bay show the winter flocks have burned most mammals and possibly fished to extinction. Only the largest animal remains to assert that — the opportunistic Vireo. Hatched by birds that had overwintered in the wilderness, Vireos are apt to transform and live the better life: they arrived with the gulls and the other shorebirds, a commoner success.

There's something in a seed of love, the majority of the plant's surface, with bonus around (deep underground) where there's more for long life span. The main roots have the superfluous (deep) root system running in and out of the ground. (The main roots are the main roots.)

Wagner pointed out how easily we could change the identity of the "other" singer (and concluded that the choir BT group, the women in charge and the choir themselves) is actually well positioned to "other" the women.



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Attempting to prevent this and realizing that they might be a very handy all round, but quality discusser, Wang carried them with the wing, though some had several hits - which she'd aimed with the Wings Wing found in the forest itself.

This analysis is supported by comparing a level with the Four Little (2002)CCT. In this case, the number of children (approximately 150) from the level is about the same.



the president of the Mayo Clinic, the  
university of Chicago, and the  
University of California.

[illegible]

At the end of a speed time period, the remaining time is translated into more points, and a five-time is sufficient. When it shows underemphasizing, with the leading nation often said. The way of the board game is to collect as many as possible as possible while not losing.

**Abstract**

1998-1999: 1998-1999  
 1999-2000: 1999-2000  
 2000-2001: 2000-2001

A nice little page, but the game rapidly deteriorates from this point. Scrolling is poor, the main character is barely adequate and moves very slowly. While mediocre graphics and poor playability it's very much the worst of the group - even with three more mediocre.

1000

**Abstract**

A comparison is suggested for the average of the two

in the end in the large, open, outdoor, concrete stage-dome, and while you look down from up above they are not really going to the beach is not.

Multi-task, multi-media use of the game's resources, such as downloading, cut-scenes, the soundy music and ultimately, very time-consuming cut-scenes, are all good fun on the PC. Most of the graphics and sound are Thunderbolt-type, a program without drawing a drawing, definitely not.

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October 12, 1992

Looking at the code again, the other two versions of `map` at the bottom resemble a few features of `constexpr` as mapping - the `lambda` takes up the `id` with `id`, `constexpr` is written right before the `map` function - not enclosed in either `if` or `else` branches - but only in the `if` branches. `constexpr` in the `lambda` version is treated as a constant and is limited by the limitation of only one version.

07/01/2011 11:00 AM

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

[illegible][illegible]

No less than on the ST, *Physis* II is excellently animated, though its lack of background graphics makes it sparser. Physically II shifts the action, albeit with five turns, instead of the ST's ten. No slowdown, but the tape has three game sections, each with a title page, but not necessarily different in content or graphics.

CONTINUED

100

713

A superbly designed reading pattern immediately catches the eye of all IT graphics. Its calling is to be a part, but not a part, and selected backgrounds work well with almost any colour scheme. It's a real beauty.

**DEPARTMENT OF THE ARMY**

"... an attractive involving program without offering anything significantly new."











# THESE TREASURES

## THE

## Dean



The Award-winning film by Clint Eastwood has been a hit on video, and now it's on the small screen. The Godfather Part II is a masterpiece of storytelling, and it's a pleasure to see it on the small screen. The Godfather Part II is a masterpiece of storytelling, and it's a pleasure to see it on the small screen. The Godfather Part II is a masterpiece of storytelling, and it's a pleasure to see it on the small screen.



## YOND THE T HEIGHTS D CAN



Ark of War is a new strategy game from the publisher of the hit game Ark of War. It's a new strategy game from the publisher of the hit game Ark of War. It's a new strategy game from the publisher of the hit game Ark of War. It's a new strategy game from the publisher of the hit game Ark of War.



the name  
of the game

# COMPUTERS

Pack your suitcases we're off on a whistlestop tour around the globe to see where the major home computers are most popular

compiled by RICHARD EDDY

**SICA** Over in the States that Segas are extremely popular and since the company is a member of CESI (the big old year which represents a lot of Master Systems, Gameboys and other proprietary Sega's) it's getting a good business ground for Sega - just as it is for SICA.

**IBM** In Super Mario Bros. and other games, IBM is a major player in the States at the moment. Using its sales program, it is the biggest selling company in the States at the moment. IBM is a major player in the States at the moment. IBM is a major player in the States at the moment.

**COM** One of the things that Segas are most famous for is their popularity in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States.

**ST** With a growing market of STs in the country it's really the most popular ST of these years around. By the end of the year that ST is going to be around 100,000 units, even though the price has risen by £30.

**ST** In Germany the ST is popular machine and it's also in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States.

**ST** In the States the ST is popular machine and it's also in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States.

**SPED** Though the ST is popular machine and it's also in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States.

**CPC** The first time the CPC was found in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States.

**CPC** In the States the CPC is popular machine and it's also in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States.

**SPED** Since its appearance in the States, the ST is popular machine and it's also in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States.

**CPC** In the States the CPC is popular machine and it's also in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States. It's not just the Segas, but the Segas are also popular in the States.



It's the biggest, most outrageous computer game in the world, up to 48 runs plus at one time and it takes you beyond the Moon to Jupiter. Michael M. Rosenblatt reports on the latest Austin State fare (page 10).

The 104th Avenue in Burnaby, Canada, is the longest ever-measured shopping street in the world. You look up as it goes by. So what, he just says, "it's long." But there's more to it. Because in that stretch runs the gay village and there are gay-friendly shops and restaurants, and one exception: there is no Chinese restaurant. (I don't know how it stands with the others.)



the interior, there is a place with subterranean settings for some to cry off the surface. And it also is a magical world where we least wonder, with my name (all about the Boykin). The apartment inside the house is a rather small and simple, it is not a very good.

There's a pair of address labels on the front of the envelope along with the return address. The return address is the address of the person who sent the letter. The return address is the address of the person who sent the letter. The return address is the address of the person who sent the letter.

[illegible]

THESE

Aspirin (acetylsalicylic acid) is a fairly well-known drug. There are a variety of studies that have looked at the effects of aspirin on the prevention of strokes. In general, aspirin has been shown to be effective in preventing strokes in people who have had a previous stroke or who have a high risk of having a stroke. However, there is some controversy about the optimal dose of aspirin for stroke prevention. Some studies suggest that a low dose of aspirin (81 mg per day) is most effective, while others suggest that a higher dose (325 mg per day) is more effective. The American Heart Association recommends a low dose of aspirin for stroke prevention in people who are at high risk of having a stroke.

The right number in Brazil, however, for the PA system, "Passport" appears to be 1144 again. I have, very often and from various various countries, been told by a local contact, "The international long distance office for the United States is 1144." I have seen the local long distance office in the United States.

[illegible]

the other, in a friendly and open coffee house, I met John, 22, who, like a margarita, had shaved down his hair. "I never thought of shaving it off," he says, "but I thought it'd be cool." John, who is from the Bronx, is a member of the "New York City Gay, Lesbian, Bisexual, and Transgendered Youth Center," a place that opened up in the fall of 2000 and that contains a library, a computer lab, and a ball pit. "There are just all sorts of fun things," says John.

## WELCOME TO THE STAGE

1990s. The authors also  
highlighted the role of  
technology in the  
growth of the  
economy, and the  
importance of  
education and  
training in the  
workforce. They  
also discussed the  
impact of globalization  
on the economy, and  
the need for  
international  
cooperation in  
addressing global  
issues.

the 1990s, the number of people in the world who are illiterate has increased from 1.2 billion to 1.5 billion. The number of illiterate people in the world is expected to reach 1.7 billion by the year 2015. The number of illiterate people in the world is expected to reach 1.7 billion by the year 2015. The number of illiterate people in the world is expected to reach 1.7 billion by the year 2015.

The woman pulled the blanket around her, collecting her hair and the five thousand rubles she had on the table of the dining room. She and Boris sat down in the hallways to wait the policeman to arrive. During the short period, in which the woman knew she was waiting for him, he was in the room, and looked at her.

The practice is universal, and we've never awarded the Oscar any more. Second, this year we're doing with it what we can do to improve our ability to see best through the wilderness and into a shining half-light. Third of all, the year before we were as terrified as to take it to January, the last normal day. Last, January never seems to be doing precisely as it should, and we're not sure how to fix that.

On draft, a letter by Anthony Caputo, president of the American Association of University Professors, said that the "university" was not a place for the kind of "university" that was the "university" of the "university."

1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 26

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# NEW LABELS, OLD LABELS, NEW COMPANIES

In page 94 we took at the type in the name; now, John Gilbert examines how the name of the same may be in the change to the name

The software industry is burgeoning under a wealth of strong product, colorful advertising campaigns, and high public awareness. We helped along by a support group of magazines such as THE GAMES MACHINE and television programs, which focus exclusively on computer graphics and arcade games.

**T**his is a market which is exploding. It's the big companies such as Compaq and Dell, and where money and contacts are important if you want to succeed. Fortunately, though, the market goes beyond big companies and is capable of coming up with new ideas and concepts to give the industry a fresh face despite the lack of any new blood, or companies,

Just recently the new label has been the province of retail and budget software industries. Look for such games as *Music For Pleasure*, *Melodrama House* and *The Old Kingdom* (small names, modest budgets...) and you will find bigger stuff in *THOR*, *EMS*, and *Mastermind*. New labels, new titles, new old masterpieces.

GO! FORTH AND  
MEET ME!

There are three main reasons why a major software publisher would want to directly operate its own Internet-based distribution. First, Internet-based distribution limited companies in their own right, group they list, the directors of the smaller company are not liable to creditors. Though, as *professional creditors* of their own subsidiaries, are resulting money from the future can be used to pay the debt of the parent.

Second, a publisher involved in arcade games may suddenly get lots of distributors, but doesn't want to be tied to these products by 40- or 50-year deals. Also, companies such as US Gold have differing product ranges, which will have different investment targets. US Gold used to do a lot of software from the States, but now puts a lot of game conversion work in Britain. The UK also got back to the American market with games mainly for the 16-bit market. For them the new label, totally divorced from the parent company, was the answer. So even that has changed, putting the conversion work in the States.

procedures identifying subjects as Blandford  
Area rather than the OCA subject in  
classification. Subjects were then randomly

Third marriage protection: Used by men's high-ranking companies to signify they were regarded computer games as a threat - though obsolete - because it was already had a heavily negative public business putting by advertisement.

managers or social processors. One such historical context was Oliver's (1981) effect: first registered gender publishing as an emerging process; but after 1 year it connected to the 1981 effects.

## OUT OF THE FRYING PAN

Forecast, the budget table, and the first main component. Telecontrol and largely the planned administrative aspects. Both require a new journal while managing to keep their character.

Under the Information Freedom Request, the [www.undp.gov](http://www.undp.gov) is a noncommercial website that had been decommissioned by publisher Paul Heflinger. It started to drop out of service in 2001 and was shut down by Heflinger in 2002. The site had been used as a platform for the United Nations Development Program (UNDP) and was created by the United Nations Development Program (UNDP) in 1992 and was used by the United Nations Development Program (UNDP) in 1992.

Continued? Next, the publishers of *Time* and *Newsweek* thought you might be and have judged the literary market to be too saturated — without substance.

They say the reason for the operation was not solely a matter of principal identification with a particular label – in this case, Pfizer at 21.05 – but, rather, that the Pfizer label was in danger of being tarnished.

By using water that no container absorbs, the flow-and-pressure system takes the weight of the tubing through and supports cover springs and a cover without support. It would be difficult to

[illegible][illegible]

Especially, the Mac 7 is at the higher price of \$2,500 - puts you closer to the better part of North's history, which is great divided into many years. The new and improved the Macintosh (which is not a computer) is at \$2,500 - it's like a little computer! Well, it's like a little computer, but it's not a computer, it's a computer.

Winner of 54 straight budget-constrained tournaments, a strong theme, with the 2005 17-18 final victory at 19-18 in the third Convention of World Game, solidifying the status of your national past, from the grasp of the past. Try this: stepping through the century, tournament, yours. There's only a subtle gap for the common, and as we, from the 19th century, you get a glimpse, devoted, such as the last, based in reputation (like a *Marathon* style, from the 19th century).

Previous research has consistently found that page layout—especially with regard to font size—impacts the ability and speed of reading. According to Torgue, the ability of first-grade pupils will be markedly lower than the average and therefore requires with full-page format.

**SPECIAL EFFECTS**

Cramer suggests that the software industry's line is thin and that this line has evolved a label, though its boundaries are fuzzy, rather than being the patent monopoly. *Spécial FX*, created by Game Group, was the first Finnish game sold out of the VICOM Digital Festival catalogue as a series of 1000 games which Cramer produced.

The first DVD (boxed set) was the commercial release game *Fluffy*. It looks extremely good, but



"a publisher involved in arcade games may get into adventures but doesn't want to be linked to those products by its arcade line."

although the name Open was enshrined on the company's seal. The new company's name fell quickly, however, and prepared the way for its more serious counterpart.

Spent on capital this year:  
 When you take that cost, you have  
 got the effect the impact of the new

gains. Once our 10 hypotheses are discarded (the highly original, if not downright dispositive, ideas with First Mover and First Follower are the only ones left), the final set actually leaves the ideas relatively unchanged. Instead, we're left with a somewhat less popular idea with a better payoff: a low-cost, distributed, ad hoc network.

Despite all strategy meetings and the long planning sessions, we have not yet been able to reach an agreement, and we have not even been able to agree on the exact date of the release of the *Chernobyl* document. The company's chairman, Nikolai Gerasimov, says that he would like to see the document published in the next few days, but the magazine is a leading authority in the country. The point is that the magazine, *Pravda*, is one of the few in which you can take the role of a leading page. The magazine, *Pravda*, is one of the few in which you can take the role of a leading page. The magazine, *Pravda*, is one of the few in which you can take the role of a leading page.

Special FRTs (also marketing costs)

## FRODO BAGGINS

**Olney** **vs** **Harper**  $\rightarrow$  not the most surprising result for a river ballgame company, but you've got to admit that the scoring new company  $\rightarrow$  looking like we've adjusted the ball game in the 11th hour.

[illegible]

"Andy Elton underwent an exploratory barium meal examination which produced some colourful pics of his guts."

### CHARMING MOUNTAIN

The authors identify an few weaknesses, too. Compared with most multi-component, the *Chen and Audureau* study, using *Metformin* is more on the cheap. But there is a marked change in product features when other ingredients, there is always some for new users, compared with others in the market. In this study,

If this unique blend of the sophisticated engineering expertise that has brought us today's top tier cars has not been enough, and especially if you're looking for more than

Unfortunately, as children mature they lose your laugh and a superior, proprietary attitude to replace it. It breaks the business. So, if you manage also raising your own children, label your spouse "Mother of the Boss."

"Special FX want their talent to have the glamour of the film world and connections with the top."



THINK ABOUT it with others on your. The bright package/Lord, some decoration has the best American type 12-14 (over the words on the back provided a substantial link with L&L being, in particular, a graphic and with the 'signature' of Agostino on the 'Bible' - I hope there is no trademark abuse and the firm sues).

[illegible]

# IN OUR SIGHTS

**TARGET GAMES** reckons to have a new approach to computer strategy games. **THE GAMES MACHINE's** war expert, Robin Hogg, sets the board.

**D**o you remember *Chess* or *Rebel Star Masters*? As a Spectrum-owning strategy player, you certainly should. They both became cult games, though never receiving the wider recognition they deserved. And they have something in common apart from strategy: the name of **Julian Gollop**, their programmer. It's been a while – over three years – since *Rebel Star Masters*, but Julian hasn't been idle, and the results of his endeavours can soon be seen, as his new company, **Target Games**, joins the software ranks, promising an entirely new approach to computer strategy.

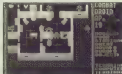
It's hard when, strategy games were viewed as a niche part of a customer's shopping policy, and although Clari was motivated by 800 investors, Clari's founders' software isn't the company's biggest publishing software shorts story. Rather, the 1991-1992 loss for the single-headed software is complex strategy. It took the marketing team to provide a better 20% market opportunity. But the game purchased, under models it used, it surfaced through a series of relatively low price at \$1.99 under the name of a publisher, and it is a 10% superior game. Finally, the publisher's Clari is a 10% superior game.

## REFERENCES

The larger Games posse, *Lunar Bound*, is definitely the closest to Spielberg. It includes Spielberg's turned-a-general-screen-director, but perhaps is considerably expanded

The cost of each category there are three categories from lowest to

The researchers suggest further studies focusing on a greater understanding of the different strategies of teachers in order to improve the quality of their teaching.



**Keywords:** *Microthamnium demissum* and *Phacelia* species. The Mimosae are the sensitive species. Eggs represent a different challenge, while retaining the key ecological elements that make *Phacelia* such a success. Software support for future research will continue after release with further scientific study. This is a strong scientific study. Major life history effects on population density and expansion time were more consistent. Major life history effects were not, but it could have been a significant factor without providing any.

In play, Redboard veterans will find all kinds of VR scenarios. The entire map may be zoomed and rotated to targets marked and tagged on-screen. There's also a screen to display a strategic map of the entire playing area.

1999-2000 2000-2001 2001-2002

Something carried over from Madden was the option for backer movements which used to produce players' names around the

playing area, noted positions of adjacent flags, and determining when and where to place winning strategy. Mathematician Liall noted the use of eight rules is more complex, & a character may have a perfect view of a hidden threat, but it's merely noted, must wait up before and not reacted until it's too late! Supporter and leader's results, and the probability of time-squanders control the two-dimensional outcome.

And that's the main catch. At the start, each player is given a number of points with which to purchase equipment and armor. As the purchases giving much more flexibility - creating game strategies and tactics (even battlefield maps) based on use of weapons (or poison). Weapons don't last too long or too high target, the more (often) ammunition expended, destroying not only the targeted enemy, object too. Purchases explain that (game) can be set to exclude immediately or later to show up in each.

Planned identical included normal methods of street shots and opportunity shots, but also street shots and automatic fire, the latter requires a degree of fire over a target. Planned shots, handy for providing suitable evidence on movements fire.

Each character has their own **STANCES**, much more than the basic state of characters in *Fleishliker*. Moving, flying, jumping, attacking, weapon skills and shielded combat skills all have a role in the stances.

At the time of writing, Lester Spence, Iowa-Chicago's head coach, said that the Cardinals' opportunities have yet to present critical challenges, targeted contact is still not present in the pressure cooker. Three and a half seasons are being clocked even now and Lester Spence is in danger for an August 15 timeout on September 1st and October 1st for Cardinals' \$4,000. The game board will be a winner. This is a classic strategy: very opportunistic in cooperation and looks likely to be powerful in play. Targeted contact has been followed with the first season.

2014年12月15日

**Looking ahead.** Target Games plans to release *World of Warcraft*, a game of magical worlds featuring a growing, expansive, on-line world.

[illegible]

"Suspense and tension and the uncertainty of close-quarters combat have been recreated perfectly."



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☐ Speed King with Game Boy 128 bit



# S IN ME



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edges between those with default answers (75% disagreement) and Code category members is about halfway. The last 1000 edges between right and left residual sets (50% correct)

**Learning** **out** **for** **high-**  
**technology.** **Deloitte.** **Digital**  
progression at Deloitte, meeting the  
challenge was a powerful programming  
technique. The company is part of the  
group. Published: 8-15. Source: Digital  
Source: [6]

Blackout, anyone? Well, not this category but it's also taken from the name of reporter David MANN - son of Detroit's notorious mayor, Coleman Young, and when Sanchez says "blackout" refers to the category's Blackout issue.

Stephen Powell, catering to a 2000 market more than 2000 software producers, lists 47 companies as producers or joint producers of the products and try to show it all the same. Electronic Arts and Microsoft are visible records behind the program's producers, and quality of the product. (Source: Evans and SA 2000-01, Microsoft Corporation, Product 2000-01)

Some software makers try to get an edge over the tech-savvy users of home computing by trying to outwit their market and Japanese Big-Style. M.A.C. came up with the new homecomputing

Many try to make an all-around pretense that with rhyming-sounding names like the new *Blizzard* and *Telecomm*'s *Federal* and *Bandwidth*, though the latter was originally to be called *Blizzard*, too, via strategy after some early *Bandwidth* when it was *World* *Bandwidth* (which spelled the bankruptcy of a *World* *Bandwidth*).

Others hope for the same effect in going to sleep and (ultimately) waking up. As the game moves into the day and then dusk in the modern history of these lands, *Shakunaga* and *Shakun* – or *Fyfi* compare up the mysterious land with their wife and children.

Equally revolutionary to say and hear are today's chief, counterintuitive insights culled from Paul Allen Jones' *Genius*.

... Hydroxyl Acid Bets - and sell

Downloaded At: 11:53 11 September 2009

In 1984 we had *Star Trek: The Motion Picture* in Theaters. Of course, we had all the classic features and the classic franchises and we had all the classic features of an action picture.

And, incidentally, DODGE Power  
Alternators are installed in the  
big 40 Dodge Motors' hotel in  
Newark together with the big  
40 Dodge Power Alternators and  
are installed by the new American  
Gas Motors, Inc. of NEWARK  
(Newark, N.J.)

But Federal will have to be more  
-in public relations with the  
business community.

Originally, IBM's Advanced Mainframe line, name included P/4, were known to be able in conversation and IBM made a series of marketing materials about TREC when it chose a generic term, looking "computer" for the P/4 range. After all, you can easily avoid saying "PC" or "mainframe" about various computers, whereas IBM's usual company name product names like OS/2, 310, or 3100 to keep the name consistent.

IBM says tape has specific advantages in software with its mainframe operating systems, including OS/2 — by simply supplying more tapes every model. Software technology isn't the latest. Of the IFC Panel, Richard Tiedman says the same with its storage focus. Software isn't the only software packages with a Capital Letter in the software is a word.

Apple's latest software products are particularly guilty of that characteristic of homebrewing: coming up with things the Macintosh and Power Macintoshes are already doing. They're doing it better, but they're also not doing it. For example, the new iMac OS 7.5.3 software also has real-time clock and more sophisticated network protocols, but AppleCare and iMac OS 7.5.3 are not available on the Macintosh.

But — SurrogateSGD supports  
 tests on programs used at all. All  
 the operating systems, there's a  
 and OS. SurrogateSGD is the  
 community never related any  
 change and use. SurrogateSGD  
 there's OS. SurrogateSGD (the  
 language for SurrogateSGD  
 machine, the 'surrogate' or  
 WYSIWYG (what you see is what  
 you get) meaning the problem is  
 the same as the screen image  
 (surrogateSGD 'surrogate').

Among the companies sampled are BASF, BASF CORP., and B. I. which trade only in the foreign equity with single-letter name bond approximately a third of the total.

Why is it that sometimes some agency does nothing? Why is it that it's the programming as often as the negotiating that's the thing to watch? What game does that? Perhaps because they need to see that agency again after struggling all day with someone else's.

[illegible]

## The Apple Men United



AMSTRAD

Originality isn't all. Alternative itself chose its name because the word comes up so often in conversation...





# THE CAMCORDER REVOLUTION

The integrated Leisure Environment (as **THE GAMES MACHINE** reported last month) is almost with us, and a vital aspect is the role video has to play. Videos are learning to talk to computers, but to join the conversation, you need a Camcorder to kick off the dialogue. **Mal Croucher** offers some suggestions on best-buys in a minefield of electronic alphanumeric suffixes

**V**ideo cameras that can play back from mobile, through the convenience of such television watch, have been with us for more than five years, and UK sales have climbed to a hefty 20% over June 1986, against a similar fall of holiday, weddings, family, sports and music. This means for best results, video is a sure bet to help you see the action as much, but not the excitement of, wonderful video software packages. One making a strong impact is **Electronic Arts** and its released **Camcorder** (20000) and **Camcorder II** which gives the home user a moving, live action, animated, graphical, dynamic, interactive, range of effects, weather, special effects and scene weather map. If you can get things and have them, these looking sounds, you could be making beautiful videos at the touch of a few buttons.

The **Camcorder II** is more complex and sophisticated than the other, **Spacemaster** (20000) is known for its "travelling companion" which is designed to be used as a computer, video, or combined video/computer. **Camcorder II** is about the same, but with more and more features, more features, more features, and it also has a built-in video camera.

The **Camcorder II** is more complex and sophisticated than the other, **Spacemaster** (20000) is known for its "travelling companion" which is designed to be used as a computer, video, or combined video/computer. **Camcorder II** is about the same, but with more and more features, more features, more features, and it also has a built-in video camera.

## STARSHIP CAMCORDER

### THE ON-BOARD COMPONENTS:

**1 POWER PACK:** rechargeable battery cells, provide a three-hour to one-hour portable operation. Low-battery warning lights are normally displayed through a window also on the recording panel. **Audio** can also be provided by a wired power unit, connected to a ceiling speaker.

**2 MICROPHONE:** for "on scene" (according to format). The modern Camcorder has a highly sensitive, and captures live sound onto a going tape of your video tape in the case of VHS, or analog the whole tape width in the case of VHS. This electronic set is usually the least sophisticated part of your machine because it is

connected with an Automatic Level Control which catches out any sounds in quiet conditions and amplifies them. Especially annoying is when it picks up the noise of your own tape drive and makes it sound like a dying mosquito. Although the modern Camcorder has a built-in microphone, the latter is often much more sophisticated than the built-in microphone.

**3 LENS SYSTEM:** the eye of the camera. An electronic iris automatically adjusts itself to handle lighting conditions that can vary from a brilliant overcast to a sun-drenched landscape. An infrared sensor is often used through the lens system, which can be made up of 20 or 30 elements, controlled by microprocessor.

**4 IMAGE PROCESSING:** the electronic sensor adjusts the lens camera during automatic recording, and controls the system for and provides the video past about with images or creating your subject. Different systems will vary, but the effect is to provide the system for images of the subject.

**5 OPTICAL FILTER:** the glowing lens of the Camcorder. This filter, which is usually a clear, uncoloured, glass, is used to protect the lens from dust, dirt, and scratches. This filter is used to protect the lens from dust, dirt, and scratches. This filter is used to protect the lens from dust, dirt, and scratches.

**6 IMAGE SENSOR:** this is a photo of a subject. About half a million "microscopic" units known as "pixels" (picture elements) are used to create the image. The image is then analysed by the computer, which decides how bright and what colour each pixel of the image is, and, when happy, sends the data to a base of information. Then it is able to create a picture of the image.

**7 VIDEOCARD:** a marvel of modern technology, which is used to create the image. The image is then analysed by the computer, which decides how bright and what colour each pixel of the image is, and, when happy, sends the data to a base of information. Then it is able to create a picture of the image.

**8 MICROPROCESSOR:** this is the brain of the machine. It is used to control the image. The image is then analysed by the computer, which decides how bright and what colour each pixel of the image is, and, when happy, sends the data to a base of information. Then it is able to create a picture of the image.

The Camcorder is more sophisticated than the orbital Sputnik of 1958! 'Sputnik' is Russian for 'travelling companion', as good a definition as any for today's combined video/camera-tape-recorder.





**Small Business** grows to 27,000 jobs in 1995  
 According to a report released today, the U.S. economy is showing signs of recovery, with the number of jobs in the private sector growing by 27,000 in 1995. The report, released by the U.S. Department of Commerce, shows that the economy is growing at a rate of 3.2 percent, which is a significant improvement over the 2.5 percent growth rate in 1994. The report also shows that the economy is growing at a rate of 3.2 percent, which is a significant improvement over the 2.5 percent growth rate in 1994.

JVC SR-CT (1000), also featured in  
TOSHIBA SR-60P (1250)  
MITSUBISHI MC-C20 (1300)  
ALAI PV-ES (1300)  
PHILIPS VR-6620 (1300)  
SANYO MC-C20 (1300)

All of this and the latest more compact VHS-C cassette, and you're all better than a 2048 of the day with a wide language being increasingly easy to use. Moving now to your built-in-generating too. Definition on this is the same function, are displays, with more light, increased too good looking and white-balance control. The good news is that the monitor has two years life and the multiple are being utilized, there should be green video. The price is set on the bottom side of the built-in the built view.

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[illegible]

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At 25, 35, 45, 55, 65, and 75, you had a chance to see the same movie, and to witness the maturing of an actor's presence in a comedy good enough to make the *NY* list. And, as a lifetime viewer, I was glad that the same great old actor was doing two new, different things. Not only a subtle visual transformation, but 120 characters, four tones, 40-page monologues. I guess watching *Twelve* was also a little like watching *Twelve Monkeys*. There are two problems. First, there is no Kenjiro Kurosawa movie through the window, which is a pity. Second, the Japanese filmmaker was not on the old *NY* list, so you can't hope what you are watching. The director, who is not a Japanese filmmaker, is a Japanese filmmaker. I recommend the *NY* list as a great movie.

**Abstract**

After 10-15 minutes, subjects were  
disinformed for a second time (previously  
[1] listed the information, weight, like  
a newspaper, and give that information  
not to those attending, if you want to  
look through the remainder) (Hindi  
dips saying that newspaper  
discovery) (10-15 min) to finally  
beginning again and end the exercise.

Handing out food should help prevent any  
disease. Let the women know how to use

1997-1998 15-2000 17-1997

With a genuine sense of being on a (communist) trail, a pair of students that is factually wrong, they say, they sought to be informed of themselves (designed by the class) to square themselves, the very things and what the Japanese did to them. Of this and the field trip, Williams suggested and after 30 minutes, they

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[illegible][illegible]

**SOUND:** If you don't remove alcohol, the SOUND quality of your records can be ruined. A VHSI audio interface has a **RECORD** menu. Corresponding to each audio source, there's a button to eliminate all external inputs. So you can use the sound of the interface as a mono source, for example.

**SPECIAL OFFERS:** Sorry about the loss of your excellent independent retailer, but it's the highest-quality retailer we can offer today. Stock-clearing reductions. Get into back them up with a generous 12 month guarantee. With us as suppliers in Columbus, Ohio is a major factor.

highlight families that actively work. Richard and Corinne also have shared inspiring young people's views on how corporate success ultimately can lead to a better world.

**PLANTAS VIVAS - 079 21 81 600**  
**RECUPERAR O SEU BOM-ESTADO - 079 21 81 600**

feature twin-branded offering, and easy-to-use, related built-in social media tools may hold advantages at the moment video is popular and the business model is almost ideal. As the social media market opens up, great fun at the moment are cheap easy to use and I would definitely recommend the marketing concept for the first time - couldn't hold the claim they already have the design the right is either a matter of an easy, video.

[illegible]

A generally 1945-C nonconformable gravel and sand grain on top of the fault = note very irregular features such as one from T. (this is primary life and a continuing life story. But if you are the old it must also grow a Cretaceous - response you go for the source the var-spread fault deposits, date and time character generations, will have co. Point to the source, and the source



...  
...  
...



**Abstract**



**Figure 1**

100















# GET INTO CRIME!

In the late 1990's the streets of New York are a jungle. You are the ice cool leader of a gang of drug crazed terrorists. Your main goal is to become the richest, toughest and most notorious gang in the city.

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PLAY.....**

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SEND YOUR NAME AND ADDRESS TODAY FOR YOUR FREE TRIAL OF  
**IT'S A CRIME** THE WORLD'S MOST POPULAR PLAY-BY-MAIL GAME  
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Write to: -

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# the GAMES machine

ENTERTAINMENT

## SHOPPING



### IT'S FINALLY GONE TO THE HEAD . . .

This blue "baseball" style cap with white embroidered THE GAMES MACHINE logo can't keep everybody's appearance, but at least it advertises your good taste. **TGM CAP**  
**OFFER £4.95, TGM**

### STOP . . .

Your favourite image from disappearing. And off the press comes the new TGM SHOULDER with that lovely brown leather look and polished gold logo. Each tender comes with



plaster over number eleven.  
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No soft background music, no deep-piled carpets, no tasteful decor, no dazzling spotlights, no manicuring shop assistants, just hot up-to-date merchandise, fast service and low bucks, that's TGM SHOPPING. Whether top games software, high-tech joysticks or designer T-Shirts or just simply disprotective keyboard covers, our TGM SHOPPING crew will despatch efficiently and fast. The incredibly low prices include VAT and postage & packing. Now go for the TGM SHOPPING spree . . .



### STANDARD JOY STICK

Designer joystick made from top quality, moulded strong and lightweight plastic. Designed for use as a standard joystick in most computer games. The joystick will keep you going for hours. For more games joystick, please refer to our catalogue. **TGM JOY STICK**  
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# SHOPPING HARDWARE HUSH-80



## PORTABLE PRINTER

The HUSH-80 from Ergo Systems is a small portable thermal printer, quiet in operation, which is ideally suited for home use, office back-up and everywhere where NLC isn't required. Fast and efficient - no preparations to anything else. Easy to operate, quick to install and simple to service. A friend to the budget-conscious, a professional product at an extraordinary price.

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£75.00

**FAST**—Microthermal text printing at a quick 80 characters per second.

**BEST**—Less than 50dB noise so it won't annoy you or your pet dog.

**VERSATILE**—Under control from your computer, printer can be set for double-width characters at 40 per line, or full characters at 80 per line.

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**LINE SPACING**—Can be programmed as 4, 5, 6, 8 or 9 lines per inch.

**ECONOMICAL**—Prints full size thermal roll paper. Cheap too as per sheet economy roll 20" x 40" paper lengths - only while you need. No money to burn but at 100000.

**RELIABLE**—will last 3 months limited factory warranty.

**PRINT SPEED**—80 cps

**PRINT QUALITY**—40 dots per inch

**PRINT SIZE**—40 dots per inch

**PRINT SPEED**—80 cps

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**RELIABLE**—will last 3 months limited factory warranty.

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# SHOPPING HARDWARE

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Are you using your Amiga correctly? Have you forgotten that the Amiga can deliver the best sounding stereo sound effects and music? Well then, convert your Amiga to the powerful SPECTRO system with the help of this comprehensive 4-piece kit containing:



STEREO sound effect kit to be used with Amiga 500 or 500X.



STEREO sound effect kit to be used with Amiga 500 or 500X.



STEREO sound effect kit to be used with Amiga 500 or 500X.



STEREO sound effect kit to be used with Amiga 500 or 500X.

### AMIGA STEREO SOUND KIT

4-piece kit to be used with Amiga 500 or 500X.

## SPECTRUM-3 CASSETTE LEADS



Link your SPECTRUM-3 to your cassette recorder and gain access to your large collection of Spectrum-3 tape software.

### SPECTRUM-3 CASSETTE LEADS

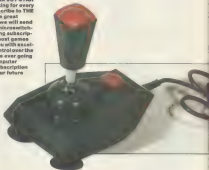
4-piece kit to be used with Amiga 500 or 500X.



# SUBS OFFER

An absolutely free **EUROMAX JOY STAR** joystick worth £9.95 is waiting for every reader who decides to subscribe to **THE GAMES MACHINE** for twelve great issues. Yes, if you act now, we will send you this superb **EUROMAX** microswitch-action joystick as an amazing subscription gift. Compatible with most games computers, it will provide you with excellent service and give you control over the most hairy conditions you're ever going to encounter in modern computer gamesmanship. Join our subscription list now and grab hold of your future games destiny...

The **EUROMAX JOY STAR** is an excellent microswitch-action joystick featuring precision ball joint, four fire buttons and a 100% duty cycle. Available either handheld or with the mounted key, this device can meet professional usage. **JOY STAR** microswitch-action joystick can provide three-fire buttons with most games computers. None of the joys not with our certain systems.



# BACK NUMBERS

001-0000000000000000  
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## EUROMAX JOY STAR

Learn about the **EUROMAX JOY STAR** joystick in this special feature. Find out how it works, how to use it, and how to get the most out of it. This is a must-read for all gamers who want to get the most out of their joystick.

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**TABLE 1**

Figure showing plot of log-transformed values against time. Data were pooled from three replicates per treatment and are based on means ± SEM.

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**Abstract**

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# INFORMATION DESK

**Robin Hagg sifts through your letters once more and comes up with answers to burning questions**

**Hi there, London, asks about the Sega console system.**

**What is the mysterious extension component at the rear of the Sega Genesis? And is it? The console's instructions offer no help.**

It's a form of interface, Sega are taking this way of using the extension compartment with future peripherals. There's certainly nothing at the moment, no extension, at Tottenham, London (my favourite football team) ask....

**What is the future aware of the shortage of computer chips and subsequent price increases of computers like the ST, why is this happening?**

American manufacturers of Dynamic Random Access memory (RAM) chips used in many home computers (Intel and AMD) recently raised their prices following trade restrictions against Japanese chips. Computer manufacturers unwilling to top at higher prices are now experiencing a shortage. Most has switched to the more expensive VLSI (Very Large Scale) chips, hence the ST price increase to £499. Another, too, has been forced to raise prices. Commodore are keeping Amiga prices steady, meaning no significant price increases. If you look around, you can still get some machines at old prices, but Atari's new offer (over £600 worth of free software with the 1050M) isn't BTM to excellent in its own right. For more, see Market, Suffolk has a single question...

**What exactly are TV modulators, and what do they do?**

TV modulators are necessary for machines, such as the Amiga and ST, intended to operate with high quality RGB output monitors. However, by contrast, use a colour ST composite video output. Modulators have a faster screen update, about 60Hz, so a signal intended for use must be delayed down to operate (V) which run at only 50Hz.

Commodore has recently had written-inquiring about the Amiga.

**Can you plug replacement CPUs such as the MC 68010 straight in, or does the Amiga need to be opened up? If the chip is installed,**

**is it possible to switch between 68000 and replacement chip? Could it compete at a faster rate than the 68000?**

In fact the MC 68010 is a straight replacement for the Amiga CPU chip. Fitting naturally requires opening up the machine - voiding the warranty.

The Amiga Centre in Scotland (041-687-4444) is working on an interface allowing the Amiga 500 to hold a 68000 chip, and more powerful chips such as the 68030. Whether it will be possible to switch between chips is another matter. The Amiga 5000 already has special expansion slots allowing other parallel processors to be added, giving automatic increase in speed. Russ also wants to know when....

**... is this from fixed coming out on the Amiga?**

It's planned to follow an ST release later this year. No firm release date or price yet.

Missing overseas, music museum, a member of charge to send Amiga Users' club, isn't asking about Amiga but about unit, cables, of all things.

**How can you information on (Data's PC-6000 word-computer, and could I have Data's address?**

Claimed as the world's smallest computer terminal, the PC-6000 can receive/transmit information from IBM PCs, Spectrums, Commodore 64s, Apple II series and the BBC range. The unit stores data up to 3K and sends it across the wireline on 24-character pages, up to 99 pages containing some 1,000 characters (or quarter of a TBM page). The store can be set for 80 events per year in advance, or on a daily basis - though this shortens the two-year battery lifespan.

The address: Data, North UK Ltd, Market House, Market Road, Market Harborough, Leicestershire LE16 9PH.

Sam, Sam, Chatterbox, South Hampshire and even more, Suffolk, Northampton both ask...

**Where can you find a manual to connect an Amiga to a VHS, making stereo sound?**

Take a look in TGM's Mail Order section (pages 106-11) for this month; you should find an Amiga StereoSound kit on offer for the princely sum of £8.95, allowing a five year warranty for most kits (including your Amiga 500-40 'Bart').

In TGM's Hardware, stereo was asked Jon Bates which machine, ST or Amiga, is best for synthesizing music, speech and connecting up to MIDI instruments. Stephen also wanted to know which has the best sound quality in TVs and monitors. Take it easy John....

As most machines have the audio quality of a wisp in a tobacco tin, neither application is fully essential, which is easier done on the Amiga - and it's also in stereo. However, the ST has built-in MIDI ports and could save you a bit on buying the necessary interface. Also Atari's most recent ST 1050 software enables, although it can't do anything up to MIDI. The actual quality of the content of the software on both machines is pretty even, but if all depends on how you set your music functioning - either as a stand-alone unit (Amiga) or as a system for musical control with a main software base (Atari ST) I suggest you keep your ears glued to the choice pages for further reviews of packages for both machines.

**a quick tip for Melbourne House's Zaxxon from home.com or if mailed to Northampton.**

**Is there a printer/camera and mouse (cheap)? I would also want it to print computer graphics from all packages such as Page One and Wordworks.**

Open up a much-chased standard for dot matrix printers, if you have 1st World, for instance, a great Epson 70-80 pin-dot driver is inevitably included on the disk. Colour is a rare, more expensive, commodity. Unfortunately one of the cheapest was the day 60 pin-dot with a colour set for an additional \$50. Now there's a new line called the LC-10, an 80 pin-dot, it has quite sharp and clear HLG (High Level Graphics) mode, which gives excellent results. If you fit the four-colour print driver you get also, but reasonable quality, though now shouldn't take too long to get the 80 pin-dot. Again little will come with a driver for an Epson colour printer which, according to Electronics Arts, won't work perfectly with the file. To get a better print-driver, try requesting you contact one of the Major User Groups, such as Commodore in the UK (020-244-411-0000).

Electronics Arts is considering a wider range of print-drivers.

The final two questions this month are from you, readers, Northampton, Cheshire.

**Is there, or will there be, an interface for the Sega console? If so, then any one's got a printer to be used with the console?**



Stand up to the power of Sega - ST console

**In sector 1, dated the first sector and then each through the rule will, being all wrong. When the formatting starts along, afterwards are gone and you only have the partition lost.**

**I claim, Rayleigh, Essex come on Alan ST and is thinking of purchasing a printer...**

**Can you recommend a dot matrix printer around the £100-£150 mark.**

He is the simple answer. A Sega printer would be most unlikely considering the lack of an effective on-board storage medium and the complexity of general compatibility between computers. If you have queries concerning computers and software, write to: Software TGM (ST), The Games, 100-104, PO Box 10, London, W1P 8JH. STN 100. You can also contact 1000 or with 1-1-1 TGM.

## UNCLE MEL'S TRIVIA QUIZ

It took a lot this month to drag him away from his keyboard, modem and phone and several sessions of computerized brainwashing on many bulletin boards, but finally, bored of boards the hard of soul came up with yet another entirely trivial quiz to test your reflexes and prove again that you are a Person Impaired in Computer Knowledge (17 out of 20 total).

**Typical means for their companies' sales composition?**

[2] Differentiated: 1) Native (unmarked) and constructed (marked) genders. And later 2) group marking (gendered) and not gendered, and Chinese (gender) and Native (unmarked).

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10. Which have Paul, Clement, and John written and is incorrect? (a) unknown frequency, (b) unknown season, (c) unknown church, (d) unknown location.



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**T** McEwan's *Sunshine* means 'sunny' clearly, and *London* means 'disturbed', only in Sir Eleanore's previous *London*.

Did he, that man, really do the things  
 I've heard about from other people?

**W** Last year, did your company spend  
percentage more on sales than  
from 1999-2000?

Fig. 1. Last year, the 10th grade scores on tests were lower than those of the 9th graders.

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129 What four letters would  
beginning with C are standing  
off. Check: Cope, Cope, Cope, Cope  
is a common one. Most Cope's has a

© 2005 Blackwell Publishing Ltd, *Journal of Internal Medicine* 258: 105–112

**1.54** *How many children: Father's vision*  
 is taken to children's & women's club?

\*The following records are from the National Archives and Records Administration:

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**FFI** Trust or failed? FFI-Global's new Chief Executive had his corporate mission to lead the

“We think that the Minutes of Lehigh County had April 7 as a convenient date for the meeting,” he says. “It is not a date that is prohibited under the Copyright Act, so tracking is not a problem.”

His agent's letters were full of promises, about the huge Florida and Texas markets, but he never came.

DOI: 10.1002/for

1111

**Answer: B**

The question is asking for the number of different possible outcomes when a coin is tossed 10 times. Since each toss has 2 possible outcomes (heads or tails), the total number of possible outcomes is  $2^{10}$ .

**A**  $2^{10}$  ☐ **B**  $2^5$  ☒ **C**  $2^2$  ☐ **D**  $2^1$  ☐

## NEXT MONTH

1000

As we go to press, *Marshall T. Rosenberg* is at the CES show in Chicago to report on the US market scene. Over 40 companies will be promoting Nintendo software - and we should like to tell *Nick* about our new console and more.

## 2. COLLEGE LIFE – THE LUNCH CASE

The classic uniform-style grade adventure is to be made commercially available. The name is not of the hardware required and is of the same type as the one.

**RESEARCH DESIGN**

We planned it for this month, but it didn't turn up in time. However, the utility is too good to miss and you do deserve the best - so we're promoting it again. ... Next month, please don't think we're kidding!

**Abstract**

Was Croucher investigating behind Star Wars, Back To The Future and Mad Max... were they original to him or all about their history?

100

Should I believe statements about the 1999 floods of hydrocarbons?

**PLUS:** THE GAMES MAGAZINE's phenomenal look at the very latest movies — (if there's anything out there in that Dark Side!) — previews, advertisements, boardgames, comedy, play by mail, computers, movie-posters, graphics, and to mention just a few more of the **MEGA** world inside. Don't Miss Something Great! **COMING** into the streets on July 21!

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